

VISIT...

LANZAROTE
Caliente.COM

GO WORLD

NO.30

Winter 1982-1983



THE ISHI PRESS



Fujisawa Shuko makes a good start by defeating Cho Chikun in the first game of the Kisei title match. Watching are Takagawa Shukaku and Ohira Shuzo.

CONTENTS

Go World News	2
7th Gosei Title (Otake v. Cho): Game One	6
Game Two	8
Game Three	9
Game Four	11
Game Five	13
7th Meijin Title (Otake v. Cho): Game One	16
Game Two	20
Game Three	25
Game Four	29
Game Five	32
30th Oza Title (Kato v. Hashimoto Shoji): Game One	36
Game Two	38
Good and Bad Style	41
After the Joseki	43
Life and Death Problems from Actual Play	45
Basic Fighting Techniques	47
Good and Bad Shape	47
Ko Problems	51
Sacrifice Tesuji Problems	52
The Driftwood Board	52
Page from Go History: Genjo v. Chitoku (vi)	54
The Great Joseki Debate	59

The cover: 'A rainy day at home', from a woodblock album by Tsutsumi Torin published in 1798. Collection of William Pinckard.

<i>Go World</i> is published by The Ishi Press, Inc.	Yearly subscription rate: ¥4,000 (4 issues by seaimail)
Address subscriptions to: The Ishi Press, Inc.	Price per single issue: ¥1,000
CPO BOX 2126, Tokyo, Japan	Airmail rate: ¥6,000 per year. ¥1,500 per single issue
Editor: John Power	(Discounts are available for bulk orders)
Price for back issues 1 – 24: ¥835@. A set of six issues: ¥4,320. Complete set (1 – 24): ¥15,000	

Note: Japanese, Chinese and Korean names are given with the family name first.

© Copyright 1983 in Japan by The Ishi Press, Inc.

All rights reserved according to international law. This magazine or any part thereof may not be reproduced in any form without written permission from the publisher.

Kataoka Wins Tengen Title

Kataoka Satoshi 7-dan has become the first member of the group of young players following on Cho Chikun's heels to win a major title. He defeated Kato Masao 3-2 in the 8th Tengen title match, largely thanks to two dramatic half-point wins in the second and fifth games. Kataoka thus took his revenge for his 0-3 defeat by Kato in the 5th Tengen title match. He also moved a step ahead of his main rivals, Kobayashi Satoru 7-dan, Yamashiro Hiroshi 8-dan and O Rissei 7-dan. All four are about the same age (Kataoka will be 25 in August) and they are considered the most promising players of their age-group.

The results:

Game 1 (Nov. 4). Kato (B) won by 6½ points.

Game 2 (Nov.17). Kataoka (B) won by ½ point.

Game 3 (Dec. 3). Kato (B) won by 2½ points.

Game 4 (Dec.13). Kataoka (B) won by resig.

Game 5 (Dec. 27). Kataoka (B) won by ½ point.

7th Kisei Title: Shuko Wins Three Straight, Cho Fights Back to Take 4th and 5th Games

This year's Kisei title match has turned out to be a thriller. The start was anticlimactic: Cho Chikun, holder of the Meijin, Honinbo and Judan titles, had been expected to be Shuko's toughest opponent to date, but Shuko swept the first three games, taking what looked like an unbeatable lead. Then Cho's fightback began and already he has survived two kadobans, turning this into one of the most dramatic matches since the Kisei title began. Shuko still has two chances to

defend the title, but at this stage the match looks even.

For the go connoisseur this has been an absorbing series. In contrast to the second Kisei title match (with Kato), in which the Chinese-style fuseki was played in every game, Shuko has been varying his strategy each game and has followed some very unorthodox fuseki strategies. In the first game he adopted Cho Chikun's territory-oriented style, which seemed to throw the latter right off balance. In the second Cho launched a strong attack early in the fuseki, but was outwitted by a large-scale sacrificial manoeuvre by Shuko. All the games have featured furious fighting, which has made it a very entertaining series for the spectator. The question at this stage is whether Cho has taken Shuko's measure. The 6th game, to be played on 8, 9 March, may provide the answer.

Results to date:

Game 1 (Jan. 13, 14). Shuko (B) won by 4½ points.

Game 2 (Jan 26, 27). Shuko (W) won by resig.

Game 3 (Feb. 2, 3). Shuko (B) won by 3½ points.

Game 4 (Feb. 16, 17). Cho (B) won by resig.

Game 5 (Feb. 23, 24). Cho (W) won by resig.

Late news. Cho won the 6th and 7th games.

In the playoff to decide the challenger, Cho defeated Kato 2-0.

Game 1 (Dec. 9). Cho (W) won by 2½ points.

Game 2 (Dec.16). Cho (B) won by resig.

8th Kisei Tournament

The 7th Kisei title match has not been decided

38th Honinbo League (as of 3rd March)

Rank	Name	K	H	T	S	F	R	I	A	Score
1	Kobayashi	—	1	1	1	1	1			5 — 0
2	Hashimoto S.	0	—	0	0	0	0		0	0 — 6
3	Takemiya	0	1	—	1	1		0	1	4 — 2
4	Sakata	0	1	0	—			0	1	2 — 3
5	Fujisawa S.	0	1	0		—	0	0	0	1 — 5
5	Rin	0	1			1	—	1	1	4 — 1
5	Iwata			1	1	1	0	—	0	3 — 2
5	Awaji		1	0	0	1	0	1	—	3 — 3

Note : the players are ranked according to their results in the previous league.

8th Meijin League (as of 5th March)

Rank	Name	O	R	K	S	K	H	T	I.K.	I.A.	Score
1	Otake	—	1	1	1						3 — 0
2	Rin	0	—				1		1		2 — 1
3	Kobayashi	0		—			1				1 — 1
4	Sakata	0			—	0				1	1 — 2
5	Kato				1	—	1			0	2 — 1
6	Hane		0	0		0	—	1			1 — 3
7	Tono						0	—	0		0 — 2
7	Ishii K.		0					1	—	0	1 — 2
7	Ishida A.				0	1			1	—	2 — 1

Note: the players are ranked according to their results in the previous league.

yet, but also there are some results in for the first Stage of the 8th Kisei. Players from the Kansai Ki-in have done well, winning two of the four dan championships decided so far.

1-dan: Yokochi Susumu (beat Koike, also of the Kansai Ki-in, in the final)

2-dan: Onda Yasuhiko (a disciple of Oeda 8-dan)

3-dan: Moriyama Naoki (Kansai Ki-in)

4-dan: Yoda Norimoto (won 1-dan in 6th Kisei)

Previous Challengers Lead Both Leagues

The defeated challengers for the 1982 Meijin and Honinbo titles, both held by Cho Chikun, are leading the leagues again this year. Kobayashi Koichi has streaked out in front in the Honinbo league with five straight wins and is very close to clinching a return match with Cho. Kobayashi scored a crucial victory in the fifth round of the league, played on 24 February, when he defeated Rin Kaiho, who on four straight wins had been his main rival. One step further back are Takemiya and Iwata, who are out of the running unless Kobayashi loses both of his remaining games.

In the Meijin league it is still too early to make predictions about who will be the challenger, but Otake, displaying his traditional strength in this tournament, has made the best start, defeating three strong opponents in Rin, Kobayashi and Sakata. He is closely followed by Rin, Kato and Ishida Akira, all on 2-1.

Kato Wins First Game of Judan Title

Cho Chikun has been Kato's nemesis in recent years, defeating him 4-0 in the 1981 Meijin title, then again 2-0 in the Kisei playoff in December.

He also defeated him 3-0 in the Pro Best Ten, back in 1975. Kato may be about to get his revenge. In the 21st Judan title match, Kato made an ideal start, winning the first game (played on 3 March) by half a point. A narrow loss like this probably hurts the opponent more than one by a larger margin. This may be the start of a comeback for Kato, who has been reduced to one title (the Oza), but he won't be counting his chickens yet. Cho traditionally loses the first game of a title match, then goes on to win it. This time, however, he is handicapped by having to play the Kisei title match at the same time.

Kato earned the right to challenge Cho by defeating Otake in the final of the winners' section, then defeating Kobayashi Koichi, the winner of the losers' section, in the playoff.

Ma Wins World Amateur Championship

Once again Chinese players demonstrated their overwhelming strength in the World Amateur Go Championship, taking first place for the fourth time in five years. The eighteen year old Ma Xiaochun of China defeated Miura Hiroshi of Japan by 7½ points in the final, thus improving on his second place result in the 3rd championship. His compatriot, Li Yang, the only woman player in the tournament, also did well, ending in fourth place. Third place was taken by Imamura Fumiki of Japan, who had won the 2nd championship.

The best performance by a Westerner was the 6th place taken by Vladimir Danek of Czechoslovakia. 'Go World' plans to present a more detailed report, together with games from the tournament, in a later issue.

TWO NEW GO BOOKS FROM THE ISHI PRESS

G16 Elementary Go Series, Vol. 7

HANDICAP GO

by
Yoshiaki Nagahara
and
Richard Bozulich

Table of Contents

Chapter One: The Principles of Handicap Go	
Chapter Two: How to Play Handicap Go as White	208 pages, 12.8 x 18.2 cm.
Chapter Three: Securing Territory	Price: ¥1,500
Chapter Four: Invasions	Now available
Chapter Five: Example Games	
Chapter Six: Problems	

This final volume of the Ishi Press Elementary Series is written for the player who wishes to get stronger at handicap go. It teaches you how to use the handicap stones efficiently by playing for influence and then how to turn this influence into secure territory. Strategic principles are emphasized and example games show how these principles are put to use. The last chapter presents thirty-seven problems taken from actual games, giving the reader a chance to apply the principles he has learned.

G24

ENCLOSURE JOSEKIS

ATTACKING AND DEFENDING THE CORNER

by
Masaki Takemiya

216 pages, 12.8 x 18.2 cm.
Price: ¥1,500
Now available

'Enclosure Josekis' is a practical guide to the art of invading a corner position where the opponent has already made an enclosure. It is a useful follow-up to the three-volume 'Dictionary of Basic Joseki' and it follows the same dictionary format. It is not just a reference book but can also be used as a textbook in the technique of invading.

This book teaches the invader how to live inside the opponent's position by making light and flexible shape. It also teaches the defender the proper way to deal with an invasion so that he can take adequate compensation even if the invader lives.

'Enclosure Josekis' will sharpen up your middle game and make you a master of the art of invading.

Order from:

THE ISHI PRESS, INC.
CPO BOX 2126
TOKYO, JAPAN

A new departure in go publishing

THE KISEIDO PUBLISHING COMPANY

announces the publication of

INVINCIBLE

THE GAMES OF SHUSAKU

Compiled, edited and translated by John Power

A definitive collection of the best games of one of the greatest go players in history, with detailed commentaries by top modern professional players and a full description of the historical background.

Shusaku (1829 – 62), ‘the invincible’, was the outstanding player in an age of go geniuses. In the annual castle games (O-shiro-go), participation in which was severely restricted to the top players of the day, thus making it the highest honour open to a go player, Shusaku set an unprecedented record of nineteen straight wins over a period of thirteen years, a feat without parallel in the two hundred and fifty year history of the castle games. He was also victorious in every important match he played and, in what was the golden age of go, he firmly established his preeminence. His tragic death at the age of thirty-three was an enormous blow to the go world.

Shusaku also made great contributions to the development of go theory. His famous ‘Shusaku style’ fuseki pattern laid the foundations of modern fuseki theory and is still popular today. In Japan his games are considered exemplary and are required study for all serious students of go. In fact, the first task invariably assigned to would-be professionals or insei is to go through his complete games. Go Seigen is one example of a famous player who studied Shusaku thoroughly in his formative period.

This book gives a unique and detailed insight into the world of nineteenth century Japanese go. Apart from the castle games mentioned above, highlights include:

Shusaku’s precocious triumph over Gennan Inseki, the arch-enemy of the Honinbo house. Their series produced the most famous move in go history, ‘the ear-reddening move of Shusaku’.

All the games from the famous twenty-three game series in which Shusaku finally defeated his main rival, Ota Yuzo.

Shusaku’s games with his teacher, Shuwa, the 14th Honinbo, which contain some of the most interesting and subtle go of the period.

And many others, amounting to eighty games with detailed commentary (Part One), with an additional selection of sixty-two games (Part Two).

HARD COVER

DELUXE LIMITED EDITION OF 2000 COPIES

Price: ¥10,000

432 pages, ‘Go World’ size

Published in February 1982.

Payment may be made by personal check in US dollars for the yen equivalent, bank draft, international money order, or cash. Payment may also be made to the following accounts for The Kiseido Publishing Company.

Bank of America

Tokyo Branch

Account number: 15405–015

Order your copy now from:

The Kiseido Publishing Company

Central Post Office Box 2188

Tokyo, Japan

Post giro

Account number: Tokyo 6–45629

7th Gosei Title

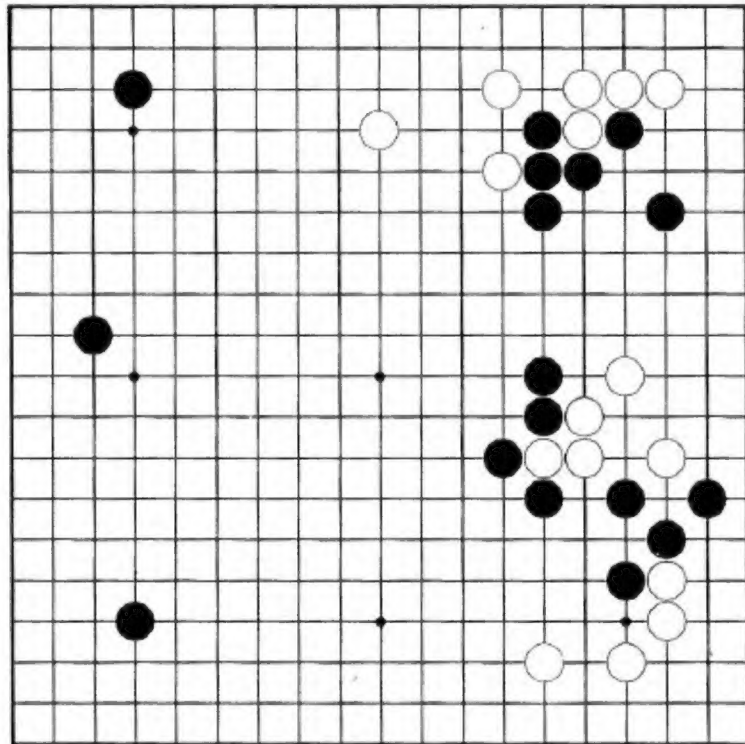
Game One

White: Otake Hideo, Gosei

Black: Cho Chikun, Meijin

komi: 5½

Played July 14 at the Kanazawa New Grand Hotel



Dia. 1 Highlight: White to play

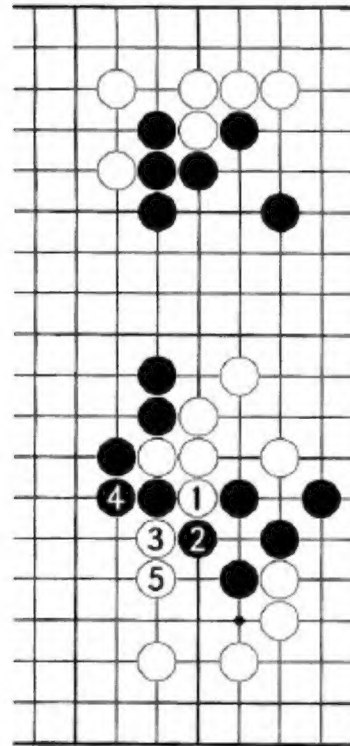
Although he won it in just over 100 moves, Otake made a bad start in this game. First he played a doubtful pincer, then he went wrong when it was capped, and after 33 moves he was in serious trouble in the middle of the right side, in the position shown in Dia. 1.

Unfavorable though White's position may be, he is not without resources, consisting of cutting points and openings in Black's shape. Can he break through, or at least counterattack in some way? The move that White played next is a classic example of how to defend when at a disadvantage.

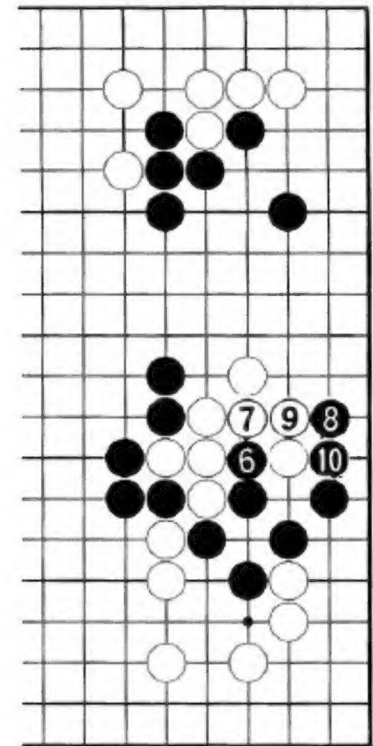
Dia. 2. The direct way for White to play is to push through with 1, cut with 3, and extend at 5, trapping five black stones.

Dia. 3. But Black continues with 7, 9, and 11. White's group is down to only four liberties, and it is hard to see this fight ending in anything but disaster for him.

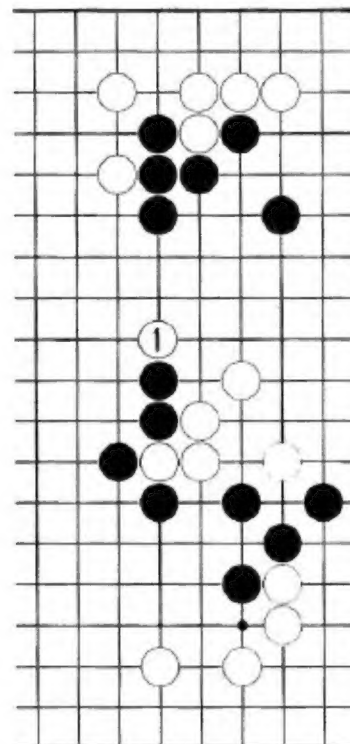
Dia. 4. Go is the art of the possible — of de-touring around obstacles instead of trying to burst through them. Where frontal action would have failed, White found a way to nudge from the side, and played 1. He was also obeying the proverb about defending with contact plays, although White 1 was far from being purely defensive.



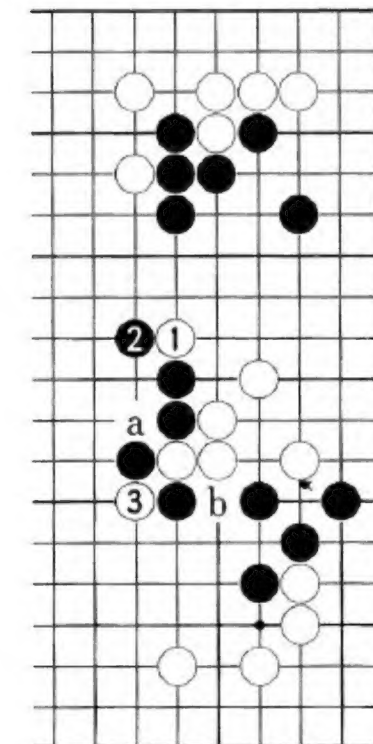
Dia. 2



Dia. 3



Dia. 4

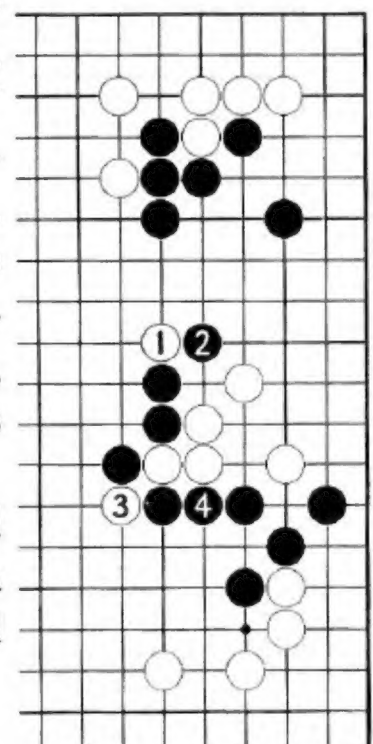


Dia. 5

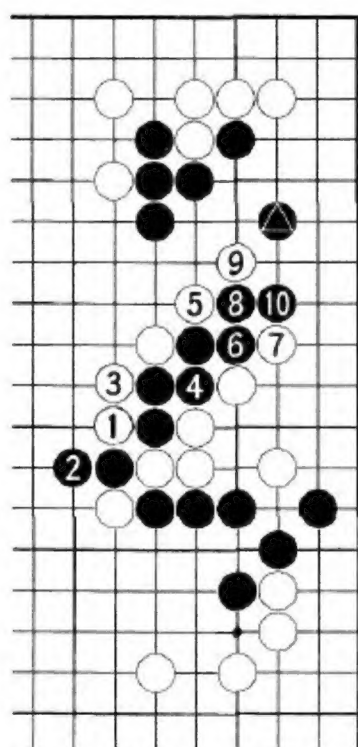
Dia. 5. If Black hanes at 2, White cuts at 3, threatening 'a' and 'b' next. Black cannot protect against both threats.

Dia. 6. So in the actual game, Black answered White 1 at 2, and White 3 at 4. White's next move?

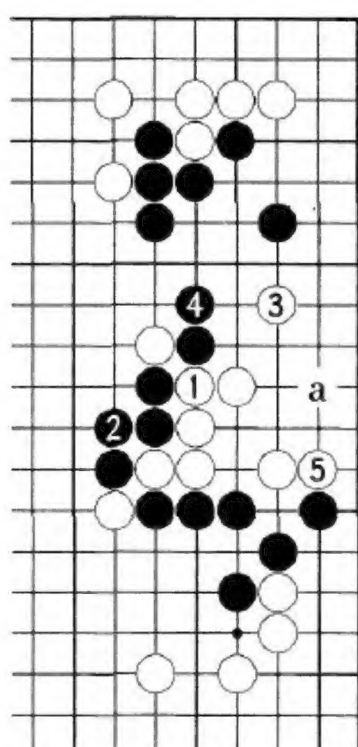
Dia. 7. White would like to give atari with 1 and 3, but the triangled stone breaks the ladder.



Dia. 6



Dia. 7



Dia. 8

Dia. 8. White therefore cut at 1, forcing Black 2. White 3 was in the same vein as White 1 in *Dia. 4* — not attempting the impossible by giving atari at 4, but stepping to the side, gaining room, threatening 4, and getting tempo to block at 5.

White was still not alive, but he had two cutting stones in place on the outside, and Black had to protect his lower group before he could think of killing White with a placement at 'a'. Although not out of danger himself, White had succeeded in working Black into an equally dangerous situation, in which Black made a fatal mistake a few moves later.

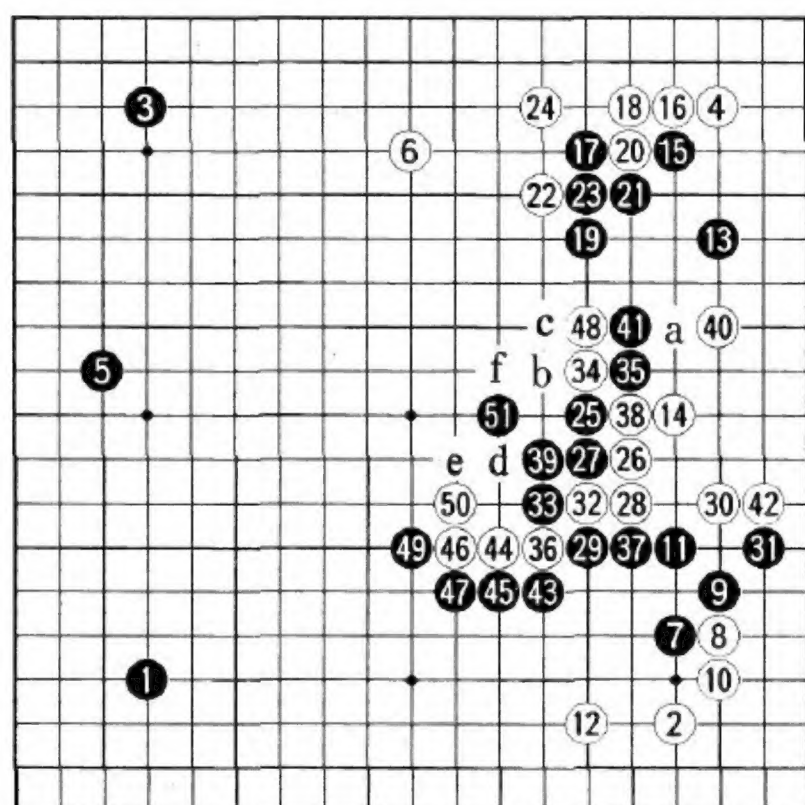


Figure 1 (1 - 51)

Figure 1 (1 - 51)

Otake commented that White 14 at 20 would have been more prudent, and that White 26 was

bad enough to be the losing move. (White 28 would have been better, and White 30 better yet.) Cho seized the chance to enclose White with 29, leading to the sequence in *Dias. 4, 6, and 8.*

Black 51 became the actual losing move. Black should have defended 35 and 41 with 'a'. If White then attacked at 51, Black could escape with 'b' (if White 'c', Black 'd', White 'e', Black 'f').

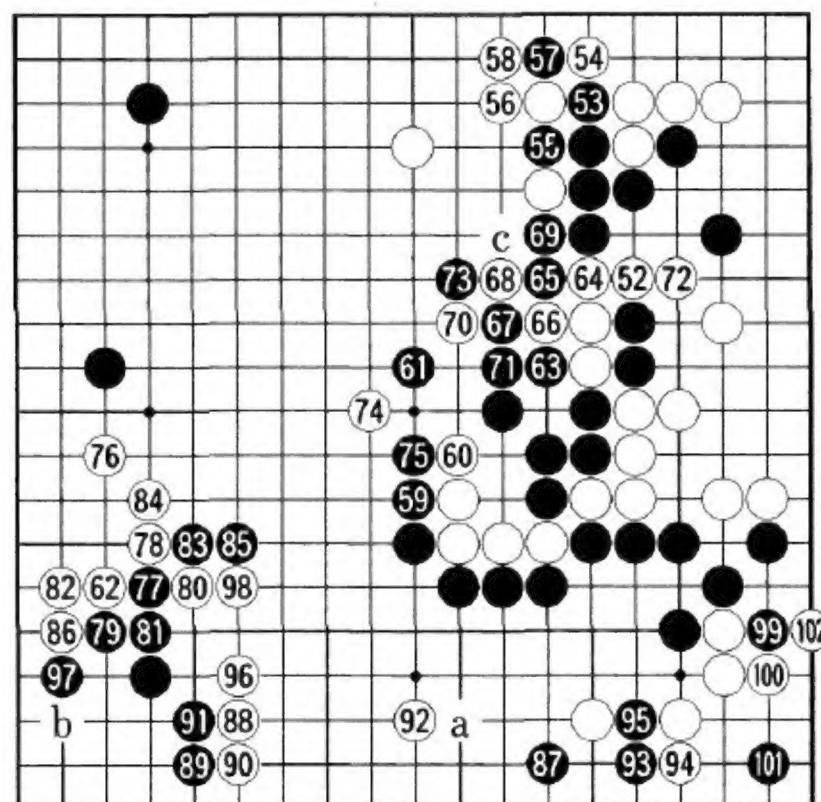
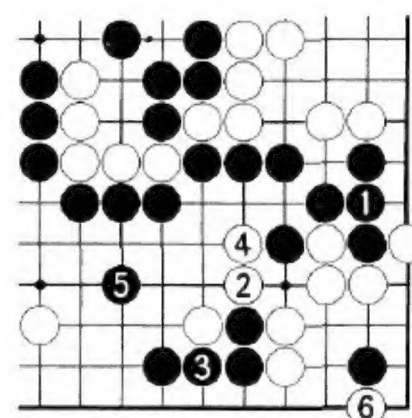


Figure 2 (52 - 102)

Figure 2 (52 - 102)

White lost no time raking in two stones with 52, and Black's capture in the center with 59 and 61 was not equal compensation because the stones in the top right were left at White's mercy. Black 87 should have been at 'a', but that would not have been enough to win. Black resigned after White 102. He could not kill the bottom right corner, and was faced with the threat of White 'b' in the bottom left and White 'c' in the top right.

Dia. 9. If Black connects at 1, White counters with 2 to 6, after which the best Black can hope for is a thousand-year ko.



Dia. 9

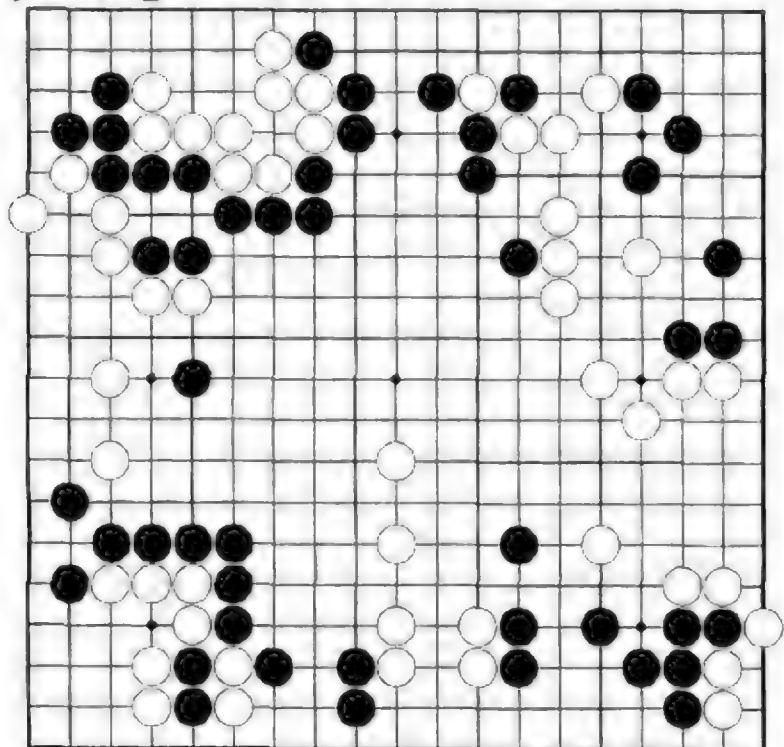
Black resigns after White 102.

Game Two

Black: Otake Hideo

White: Cho Chikun

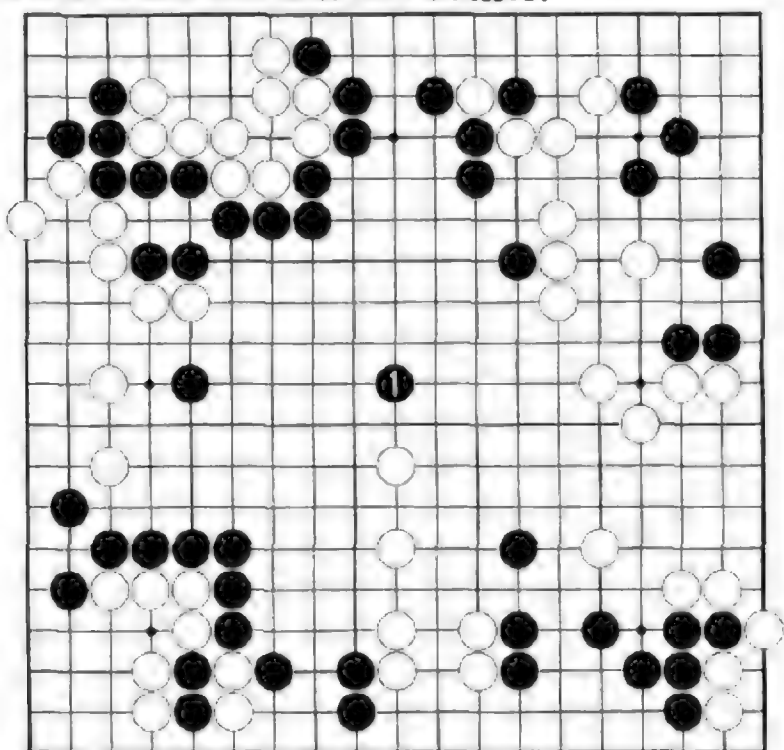
Played August 3 in Iwate Prefecture



Dia. 1 Highlight: Black to play

Dia. 1. The position after 100 moves. On a cluttered board like this, it is often hard to see what to do, but a simple rule points to Black's next move.

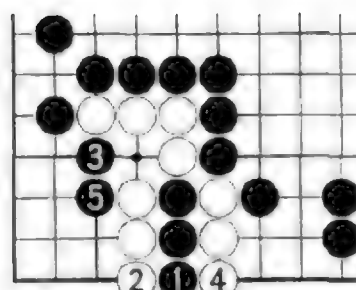
Dia. 2. The rule is to look for the weak group. The weakest group here is the white one at bottom center, and the move that pops out is the capping attack at Black 1. This move is indirectly related to the bottom left corner.



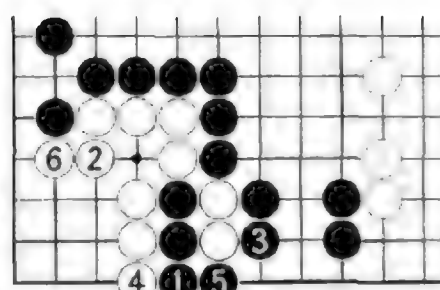
Dia. 2

Dia. 3. If Black descends at 1, White cannot answer at 2. Black 3 and 5 kill him.

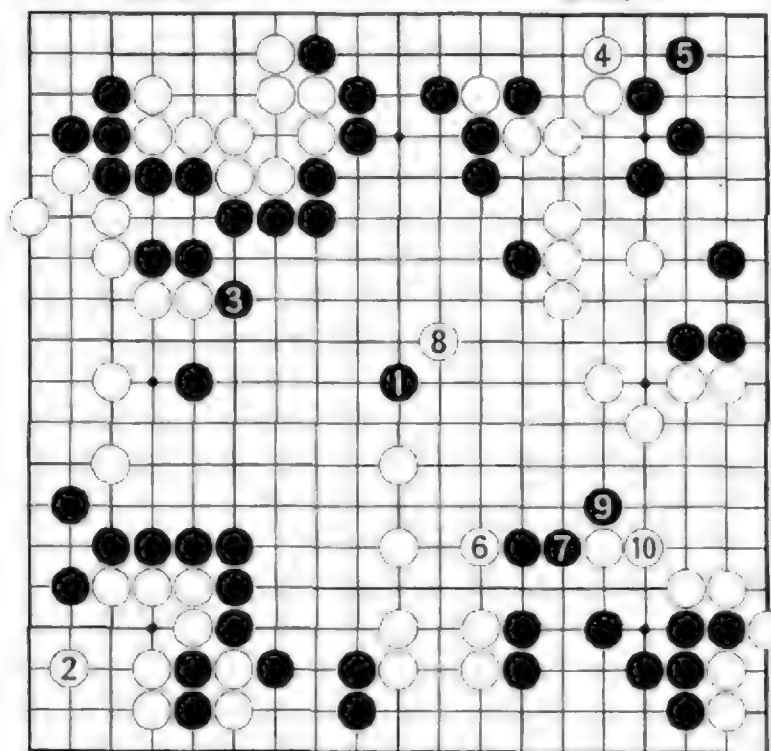
Dia. 4. White can live by answering Black 1 at 2, but then Black gets two stones with 3 and 5. This added black thickness endangers the white group to the right.



Dia. 3



Dia. 4



Dia. 5

Dia. 5. For the above reasons, when Otake played 1, Cho answered at 2. Black 3 then put Otake one step away from a large center territory. Cho countered with 8, but before risking 8, he had to strengthen his weak bottom group with 6. White 6, unfortunately, provoked Black 7 and 9, making a dent in White's right-side territory. Black 1 had forced White into a juggling act that lasted the rest of the game and ended with a crash, as we shall see.

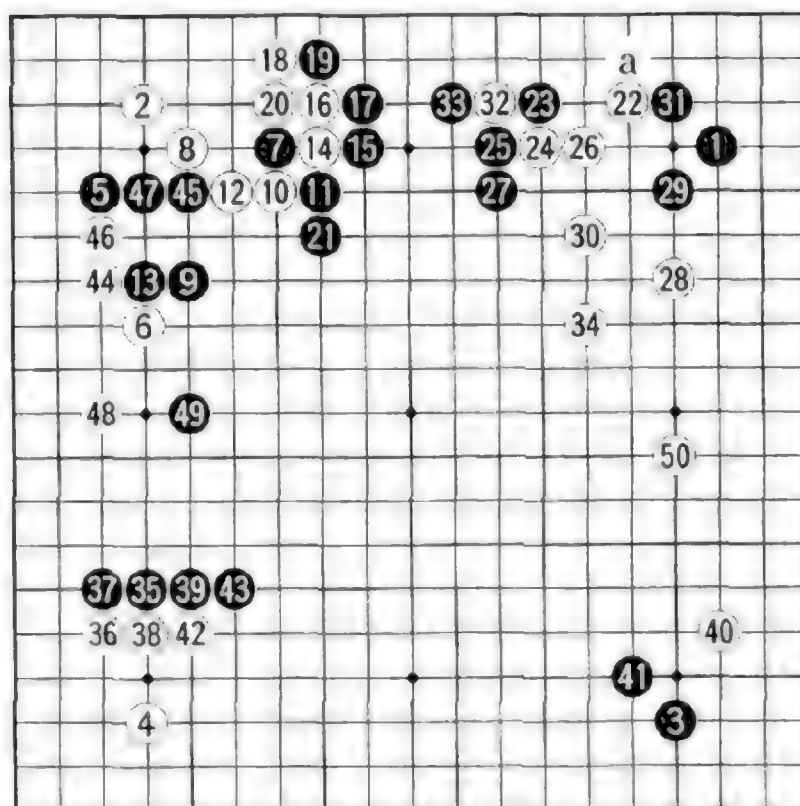


Figure 1 (1 - 50)

Figure 1 (1 – 50)

In playing 7, Otake was copying a move that Kato had used successfully on him in last year's Gosei match. Although the sequence from 8 to 21 is listed in joseki books, it is considered good for Black. Cho afterward regretted not playing 8 at 47, and 10 at 17.

White 32 was a sacrifice to keep Black from linking under at 'a'.

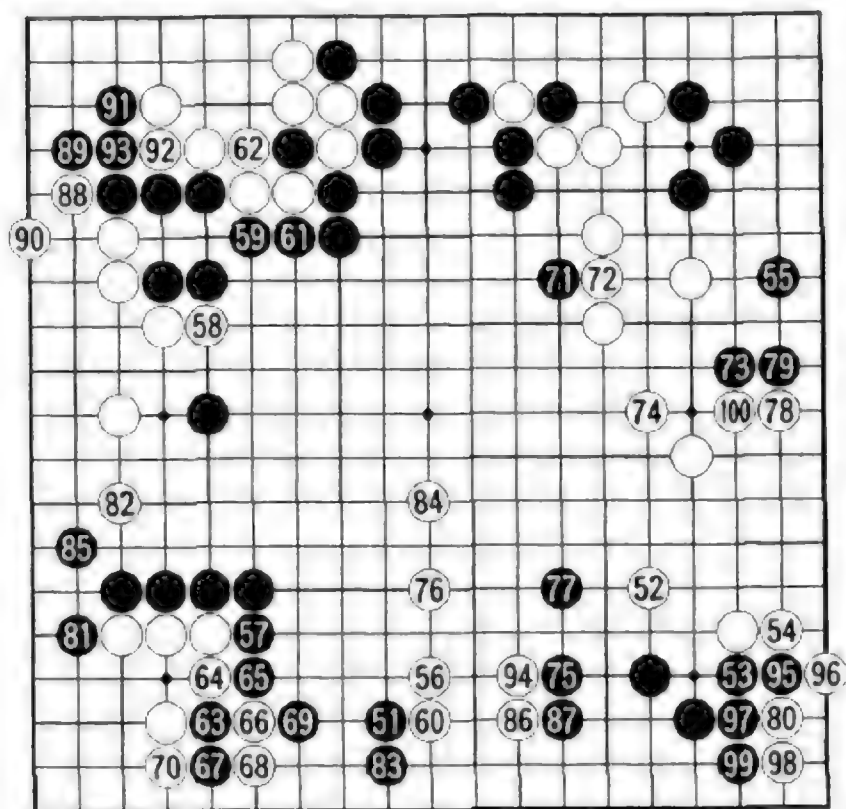


Figure 2 (51 – 100)

Figure 2 (51 – 100)

Cho recovered somewhat from his bad start when he pushed up at 58, forcing Black 59, but he missed his chance at 94. Had he played 94 on tengen, Black would have had a tough time winning.

Figure 3 (101 – 136)

Black 1 put Otake firmly in command. After

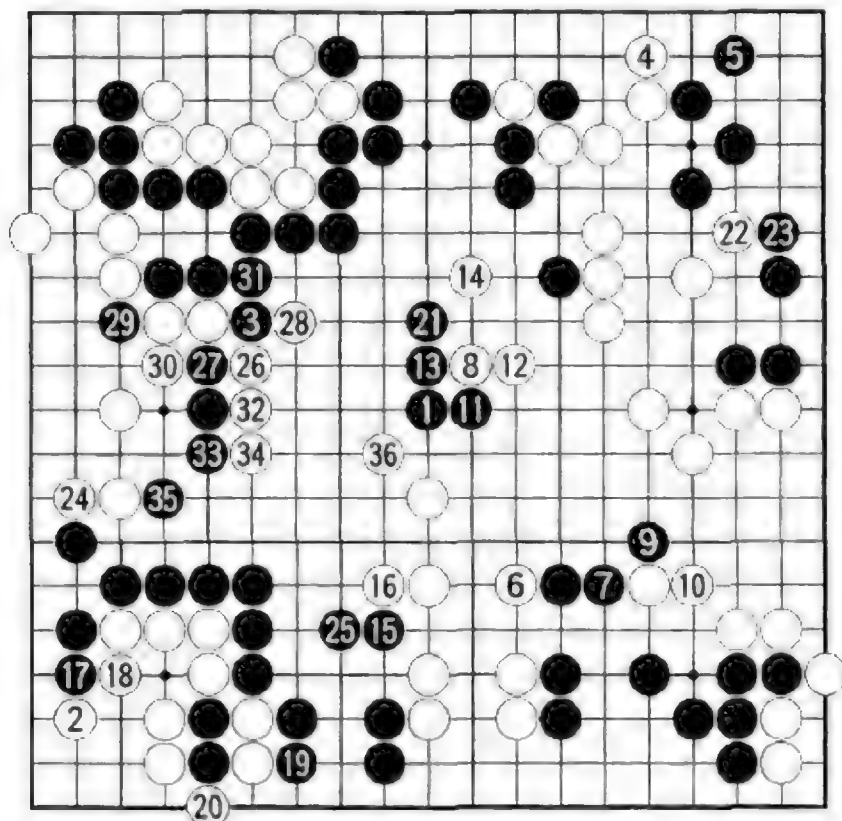


Figure 3 (101 – 136)

Black 21 and 25, Cho decided that sane moves were no longer enough, and resorted to the desperation hane at 26. With White 36 he linked his weak stones together, but –

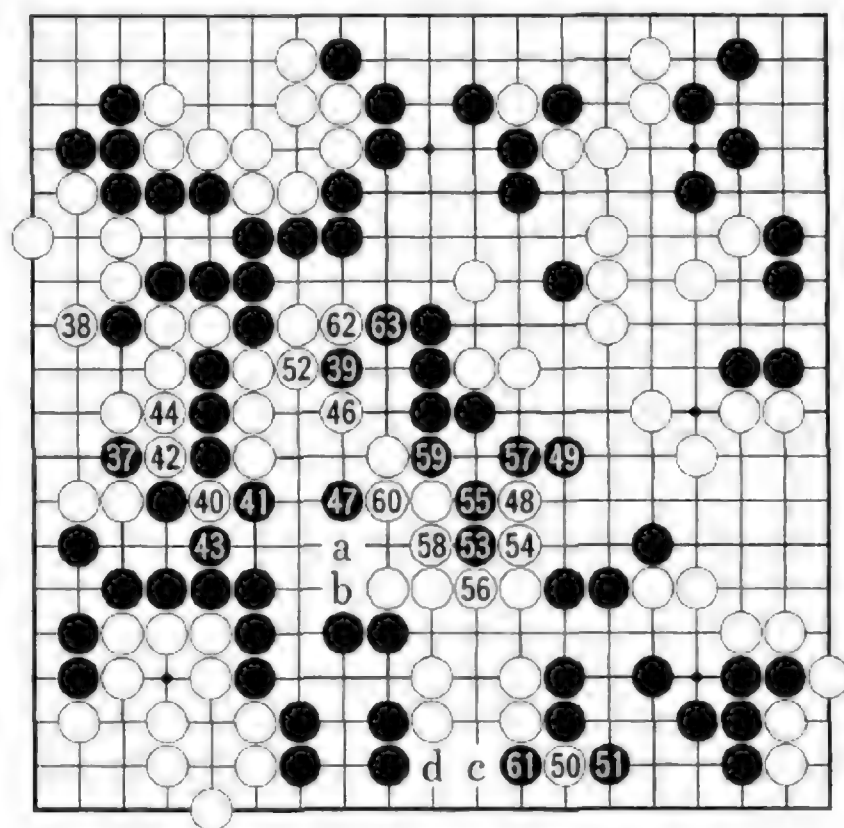


Figure 4 (137 – 163)

45: connects

Figure 4 (137 – 163)

He couldn't save them. After 63, White can make an eye by playing either 'a' and 'b' or 'c' and 'd', but whichever eye he makes, Black will spoil the other one.

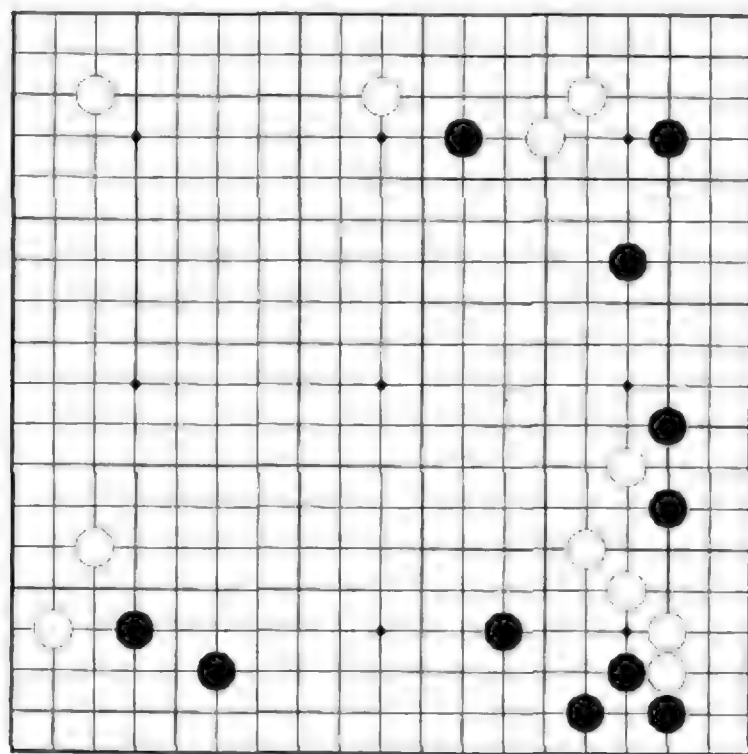
White resigns after Black 163.

Game Three

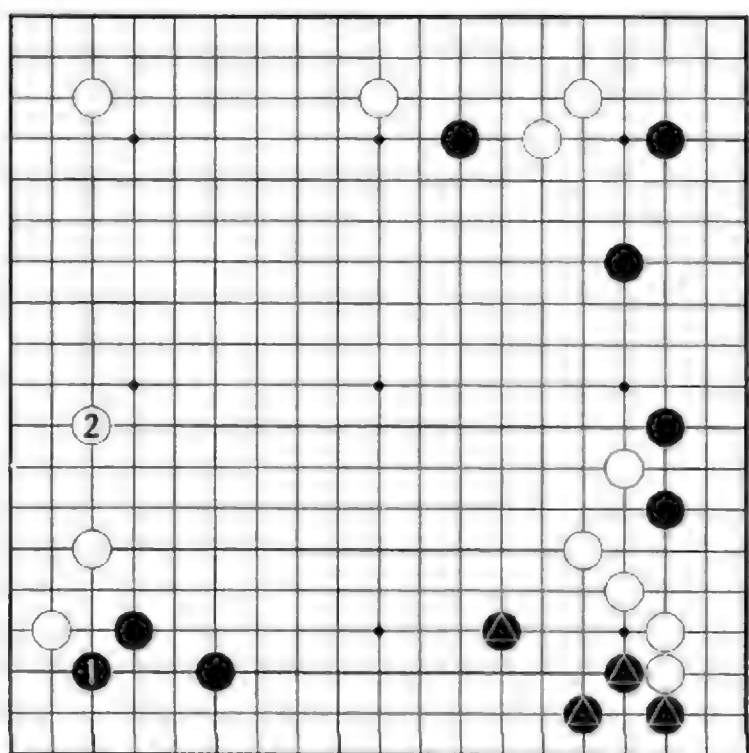
Black: Cho Chikun

White: Otake Hideo

Played August 18 at the Nihon Ki-in in Tokyo

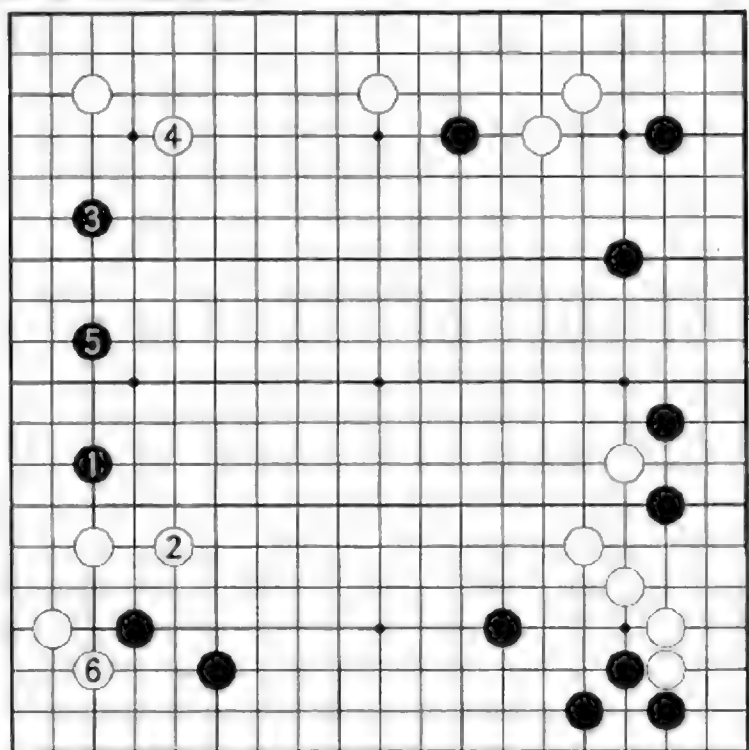


Dia. 1 Highlight: Black to play



Dia. 2

Dia. 2. This position features an incomplete joseki in the lower left corner. The usual continuation has Black taking the 3-3 point with 1 and White extending to 2. This is what White was expecting, and from his point of view the result is attractive. While he develops a doubling formation around his stone in the top left corner, Black becomes bottom-heavy, with an unnecessary concentration of strength on the lower side. In a sense, the triangled stones make Black 1 redundant.



Dia. 3

Dia. 3. Shunning redundancy, Cho chose the less common joseki variation – the pincer at 1. Black 3 and 5 gave him good balance over the board as a whole. Despite White 2 and 6, the black stones in the lower left were in no grave danger because they were backed up by a strong black group next to a weak white group in the lower right. Not defending these stones became

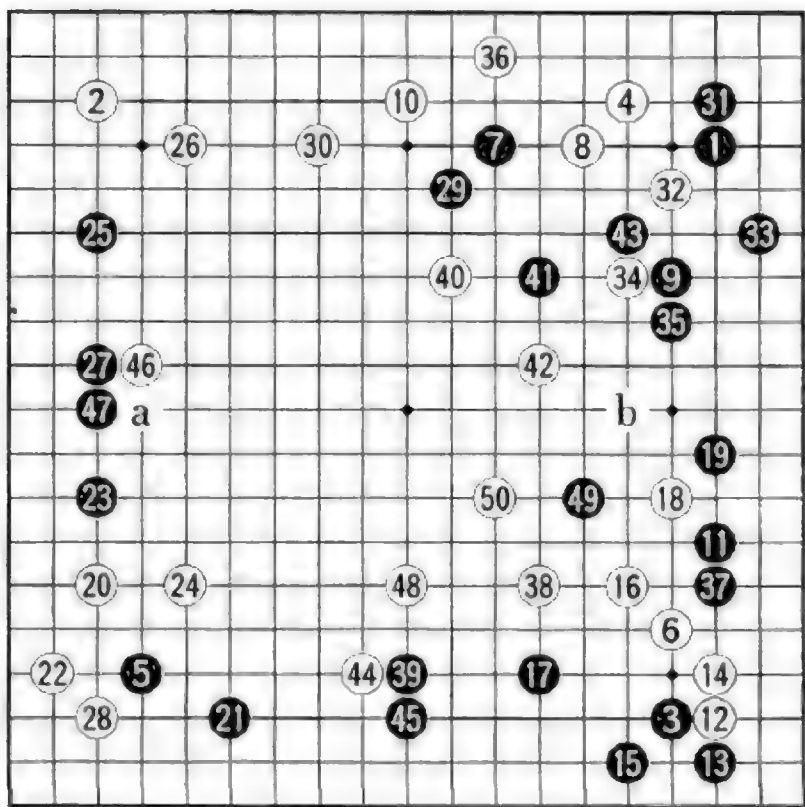


Figure 1 (1 – 50)

Black's theme throughout the opening and early middle game.

Figure 1 (1 – 50)

Otake wished that he had played 22 at 'a', which would have kept Cho from following Dia. 3. Cho continued to treat the lower left corner lightly after 28, shifting to attack at the top with 29 and 31, then on the right with 37. Otake flashed into the lead momentarily when he capped at White 40 and 42, but immediately dropped back by failing to follow up with 44 at 'b', which would have stopped Black 49.

Figure 2 (51 – 101)

Otake attacked the two weak black groups throughout this figure and gained almost nothing. After living in the center with 93 and the

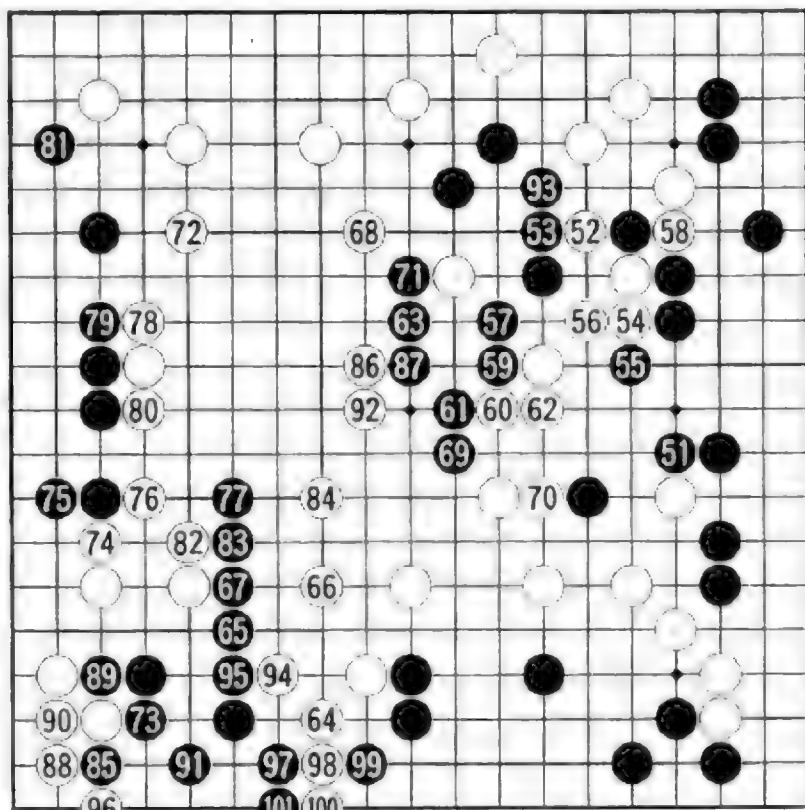


Figure 2 (51 – 101)

lower left with 101, Black had substantial territory in a number of places, while White's only asset was the swath across the top.

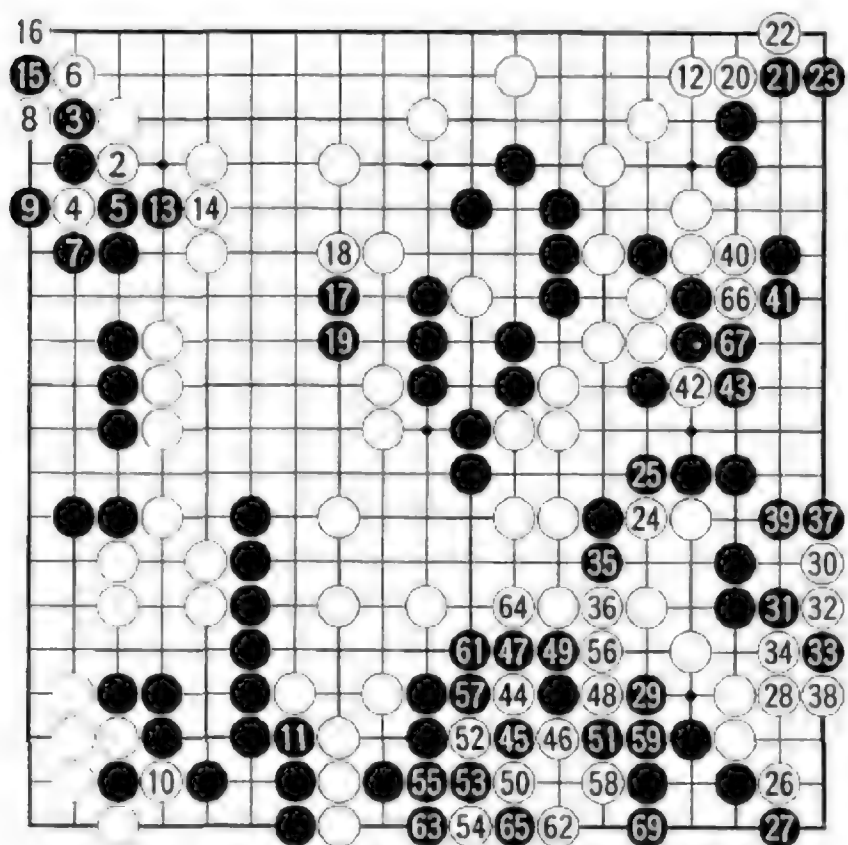


Figure 3 (102 - 169)
60: connects. 68: takes ko.

Figure 3 (102 - 169)

Otake made one last try to pull the game out with the crosscut at White 44 and 46, but even though Cho had overlooked the atari at White 58, the result was a ko so indirect as not to be worth fighting.

White resigns after Black 169.

(Games One to Three translated by James Davies.)

Game Four

White: Cho Chikun

Black: Otake Hideo

Played on August 25 at the Nihon Ki-in

Figure 1 (1 - 50)

White 6, 8. A combination invented by Rin Kaiho in the 4th Kisei title match (see GW19, p. 55). If White plays 8 immediately, omitting 6, Black will make a pincer at 'a' after the 9-10 exchange. That would start early fighting, which White prefers to avoid in a komi game.

Black 11. Rin's pattern has been played a lot in the last two years and Black 'b' has become established as the standard move, but Otake wanted to try something different.

Black 17. Otake again diverged from joseki. The standard move is Black 1 in Dia. 1, but Black

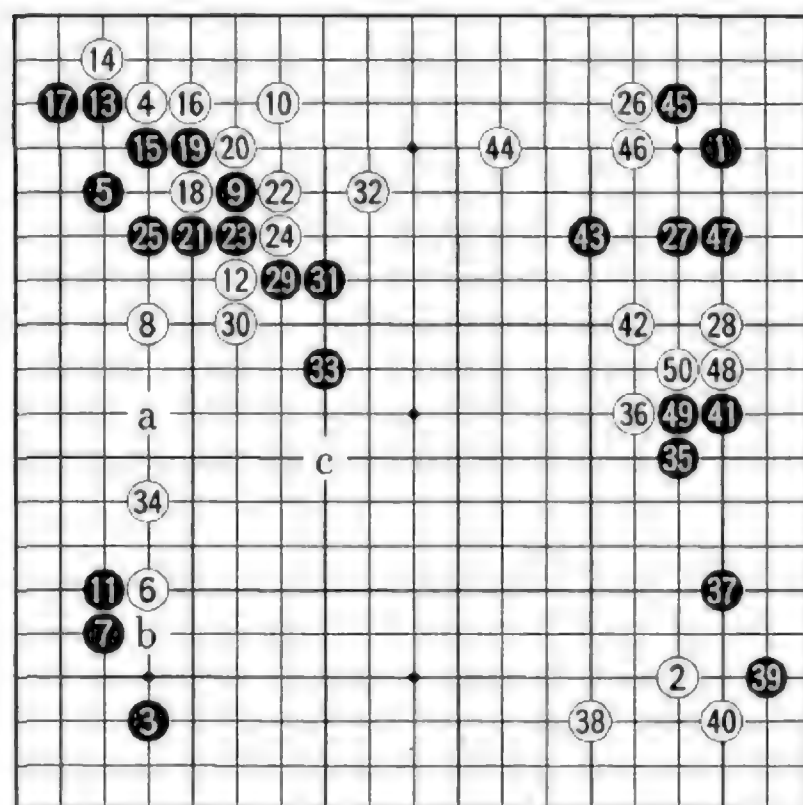
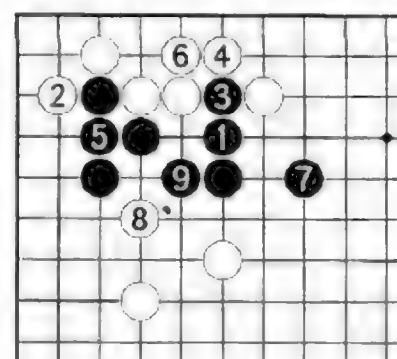
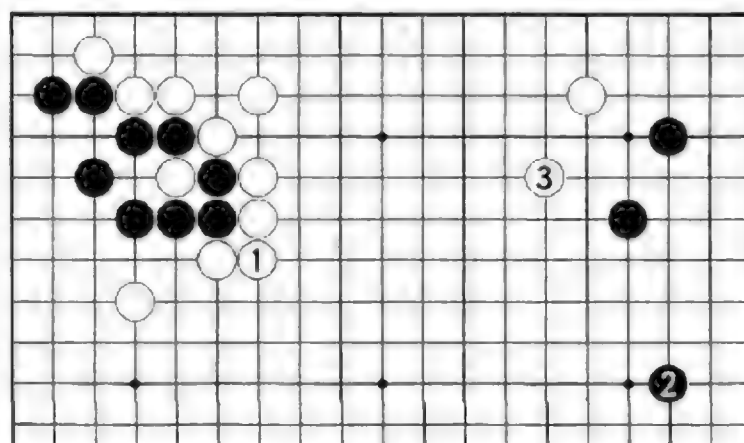


Figure 1 (1 - 50)



Dia. 1



Dia. 2

gets a heavy shape up to 9. Since Black has no pincer on the left side, his group would just become a target for attack. The aim of 17 is to settle the black group quickly, but it has traditionally been frowned upon because White can build up a wall on the outside in sente with 18 etc.

Black 29. This cut is why Otake felt his sequence in the corner here was playable. Cho commented that he should have used 28 to connect at 1 in Dia. 2. Black 2 and White 3 would follow, giving White quite a good position at the top.

Black 35. Otake expressed dissatisfaction with this move, commenting that White 36 was an excellent response. Instead he should have jumped to 'c'.

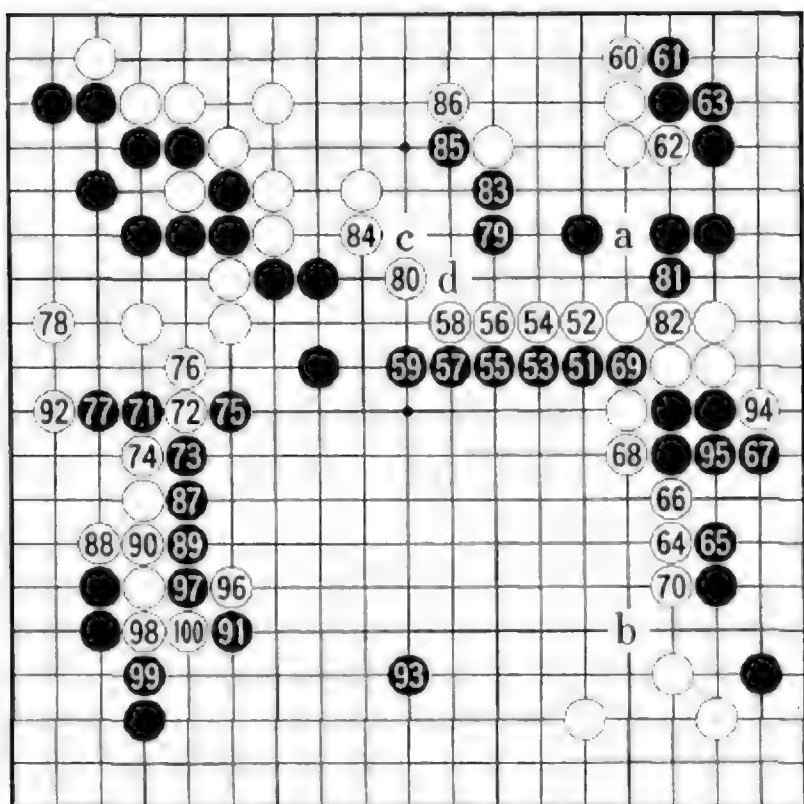


Figure 2 (51 - 100)

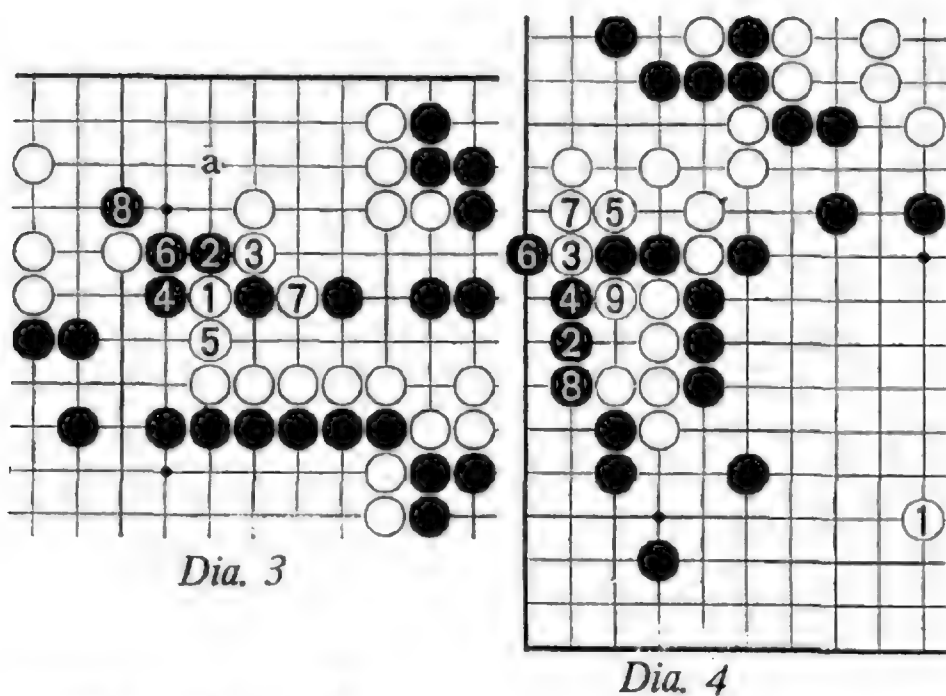


Figure 2 (51 - 100)

White 52, ignoring the proverb, is a surprising move. Black builds better thickness up to 59 and seems to go into the lead. Cho wanted sente so that he could switch to 60 at the top. Note that White 62 aims at White 'a'.

White 70. If omitted, Black 'b'.

Black 71. Otake regretted this invasion. It does not seem to work very well: despite Black's efforts to squeeze on the outside later, he does not get sufficient compensation for losing 71 and 77. Black should omit 71 and play at 79 immediately. White has to answer meekly as in the figure. If he attaches at 1 in Dia. 3, Black counters with 2 to 8 (8 could also be at 'a').

White 84. If at 85, then Black 'c', White 84, Black 'd'.

Black 93 is an excellent point which puts Black back into the lead. Cho commented that he should have played there himself, even though

that would have permitted Black to play 2 to 8 in Dia. 4 in sente.

White 96 is an attempt to catch up again. Both sides have to be careful about their shortage of liberties here.

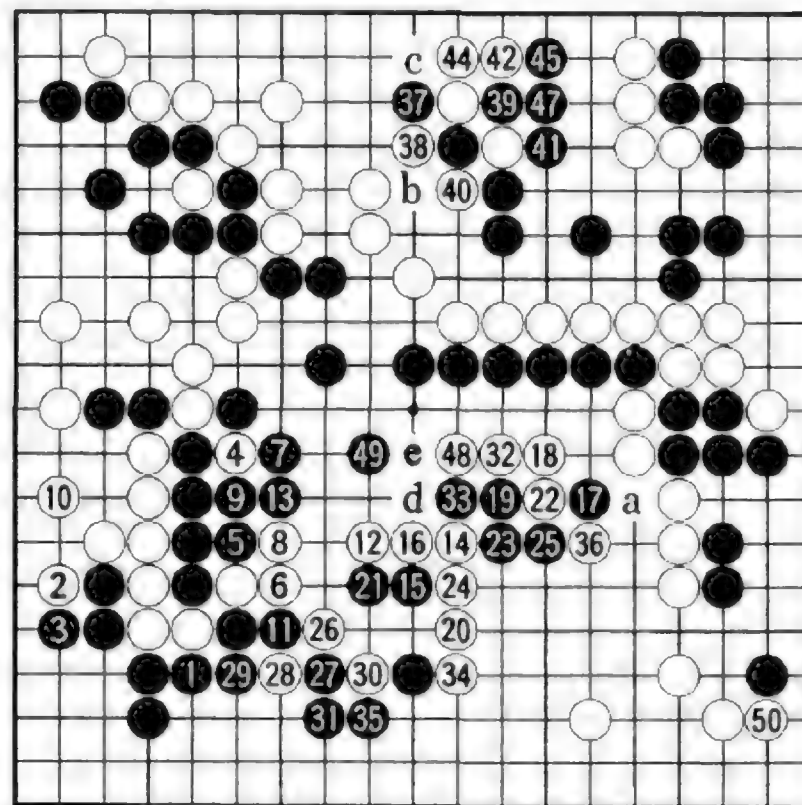
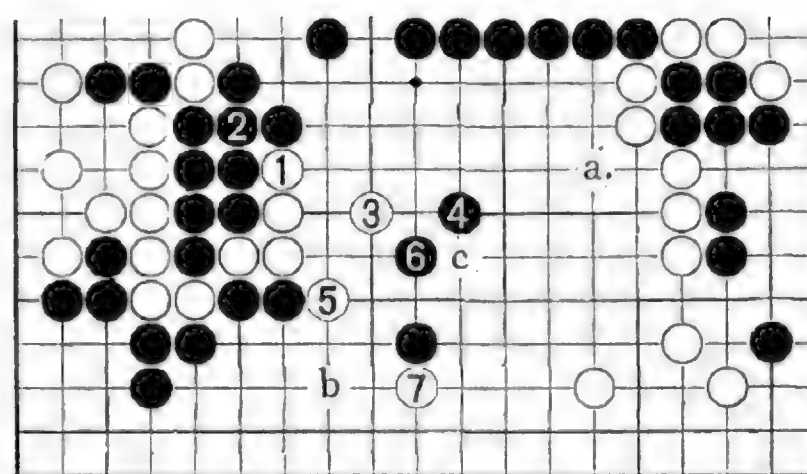


Figure 3 (101 - 150)

ko: 43, 46



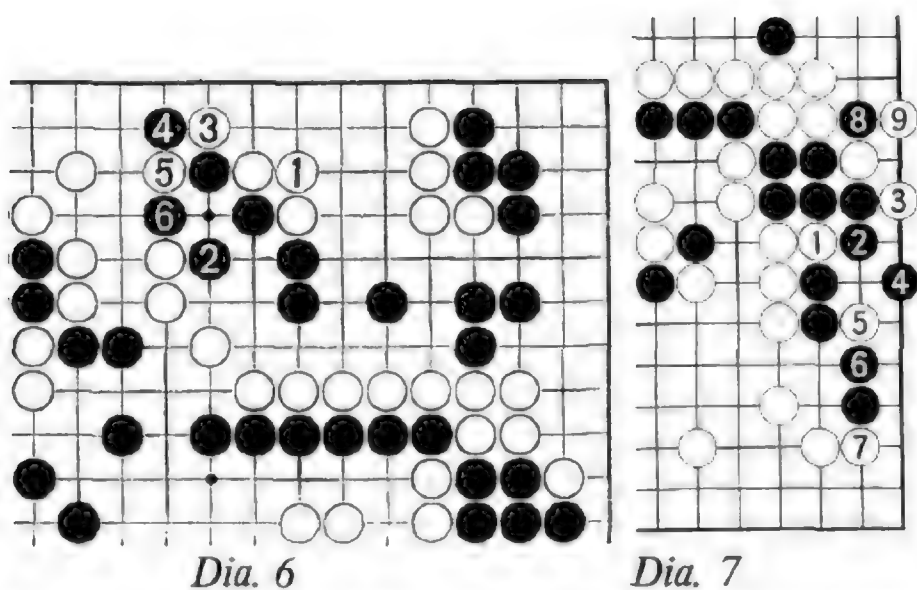
Dia. 5

Figure 3 (101 - 150)

White 12. The reason for not giving atari at 13 is psychological: it looks like a free atari, but it will provoke a strong counterattack by Black. See Dia. 5.

Dia. 5. White 1 weakens Black's centre group, so he will not want to let White jump to 4 after 3. Black will therefore launch a large-scale attack by capping at 4 (he might peep at 'a' first). White's group is in trouble after 6, so he will switch to 7, prepared to sacrifice the stones above if necessary. Alternatively, Black could play 6 at 'b', in which case White will attach at 'c'. Either way, difficult fighting follows.

Black 13 is natural. When White omits the atari,



Black feels tempted to play for a win on territory instead of starting a fight.

Black 21 is inconsistent with Black's earlier strategy. He should continue to emphasize territory by playing Black 34.

Black 35. Black falls further behind: capturing five stones with 'a' is bigger (as a bonus, moves like White 50 would not be sente).

Black 37. Black's last chance is to pull off something spectacular at the top.

White 38. If at 39, Black intends to play the ko in Dia. 6, which White could not hope to win. White could save his stones with White 44, Black 'b', White 'c', but that would be gote. White balances his books by capturing Black's small centre group with 48 (if Black 'd', White 'e' etc., endangering the large black group.).

White 50. If White were behind, he would play the ko in Dia. 7.

Figure 4 (151 – 200)

Black 55. Black 'a' is a little bigger.

Black 63. Black would not gain by playing 1 in Dia. 8, as White plays 4 and 6 in sente.

Black 97. Black 98 is correct, but Black is preparing to resign.

This was an unsatisfactory game for Otake. He squandered his winning chances, perhaps through playing too quickly (he used only half of his time allowance), and he had also squandered the early lead he had built up in this title match. Now

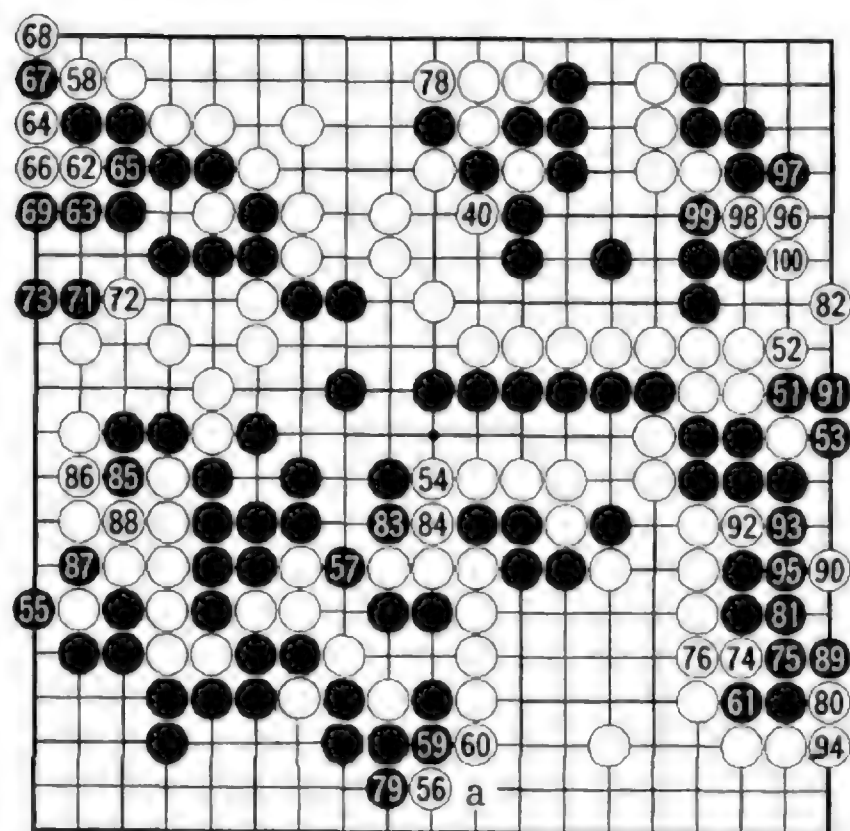
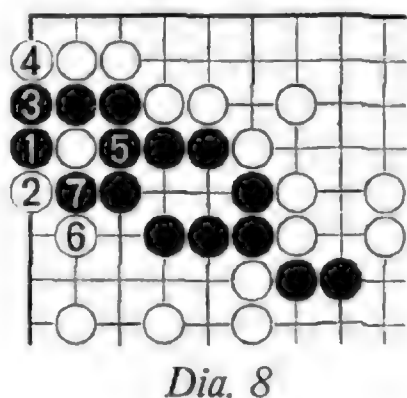


Figure 4 (151 – 200)

70: connects (at 67); 77: ko

his opponent had all the momentum.

Black resigns after White 200.

('Kido', October 1982)

Game Five

White: Otake Hideo

Black: Cho Chikun

Played on 1 September 1982 at the Nihon Ki-in

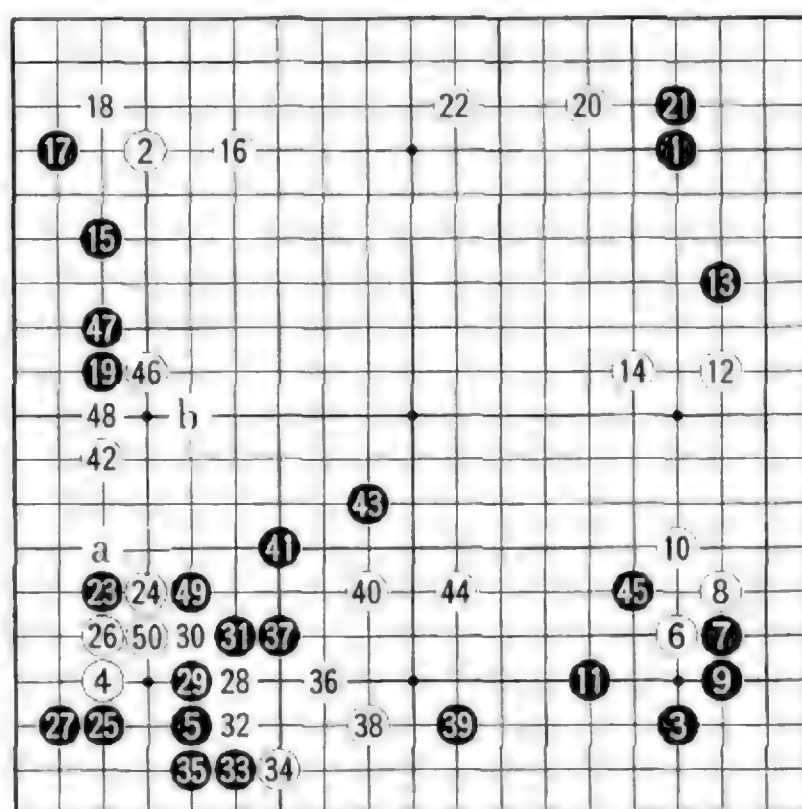


Figure 1 (1 – 50)

Figure 1 (1 – 50)

White 28 is too aggressive: the usual move at 'a' is preferable. Otake did not want to permit Black to jump to 30, but that could not have been bad for White. After the continuation to 38, Black 39 is a superb attacking move.

Black 45. White cannot let Black completely dictate the flow of the game, so again a peep goes unanswered. In retrospect, it seems that 45 at 'b' would have been better.

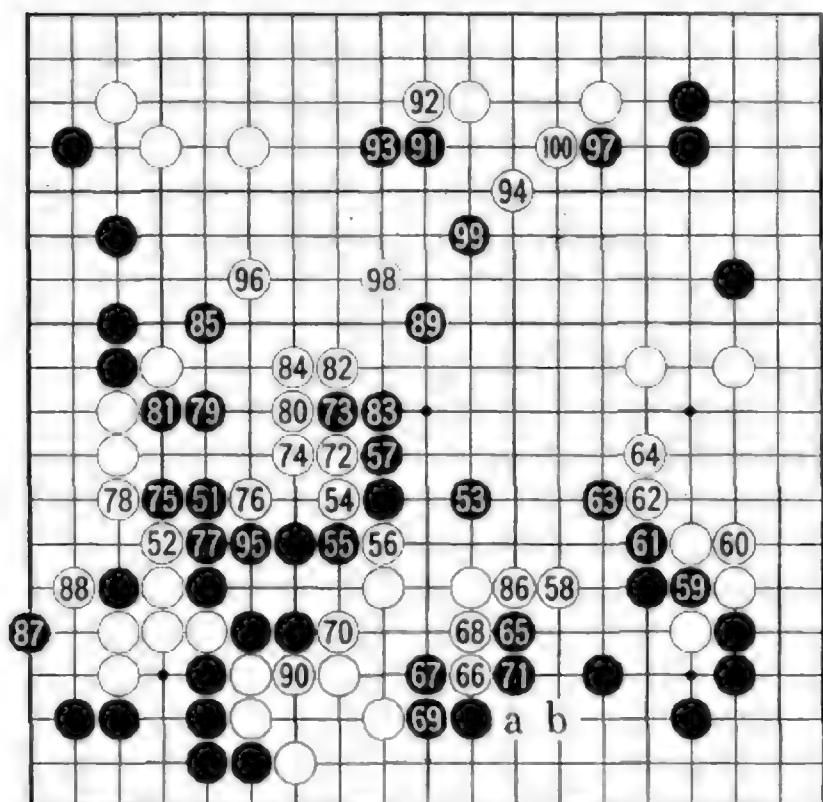
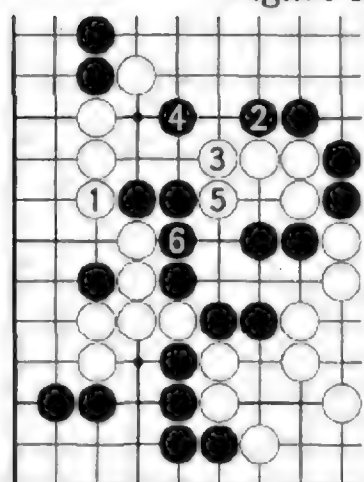
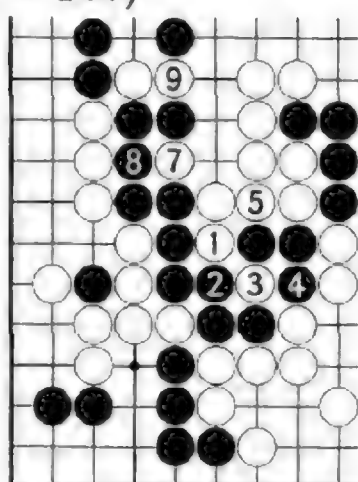


Figure 2 (51 - 100)



Dia. 1



Dia. 2

6: connects

Figure 2 (51 - 100)

White 62. A calm move, but a bit too calm, in the opinion of Abe 8-dan. Since Black 65 was a very severe peep, he advocated attaching at 'a' with 62 in order to settle White's group (invading at 'b' is another possibility). Up to 71, Black takes profit while attacking.

White 72. White starts his counterattack, but it is an uphill fight. He has to make bad shape with 74 (which must have been painful for the fastidious Otake), then he has to make another unsightly move at 76. If White plays 76 at 78, Black captures him with 2 to 6 in Dia. 1.

White 90 sets up the sequence in Dia. 2. If Black connects at 6, White picks up the whole group with 7 and 9.

Black 91. Black is confident that he is ahead,

so he sets about winding up the game. However, 97 is too defensive. Black should continue his attack on the white group by playing at 98. Black is forced to make awkward shape with 99.

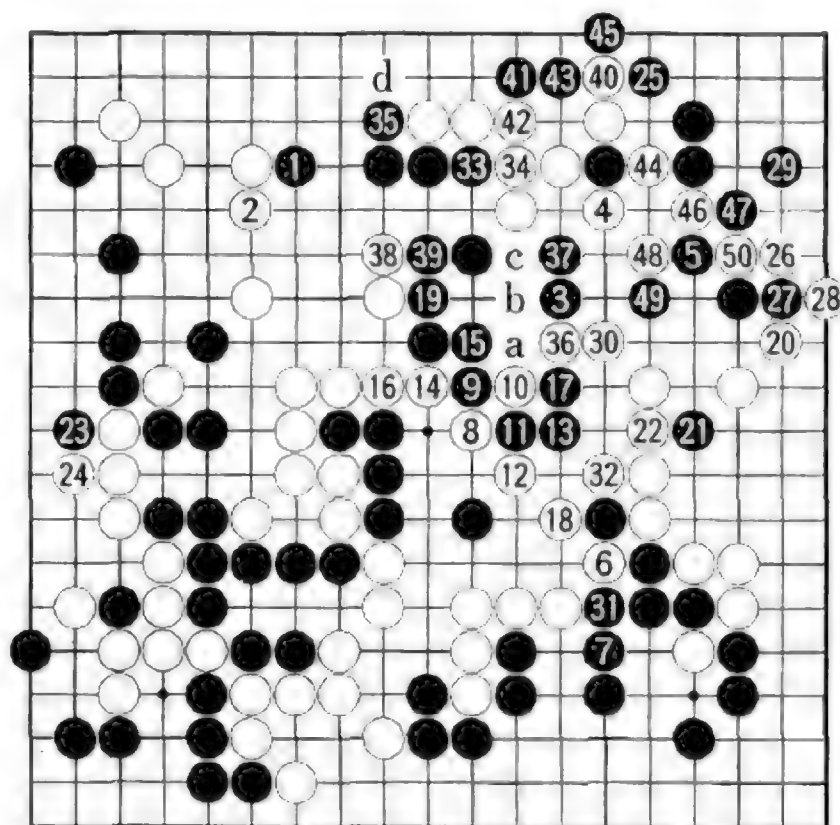


Figure 3 (101 - 150)

Figure 3 (101 - 150)

Black 5. Cho thought that this move gave him enough territory to win, but he was rocked by the body blow at 8. He was startled to realize that his centre group did not have eye-shape. He should have played 5 at 18, reinforcing the centre while attacking the white group below.

Black 9. Black has no good answer to 8. Up to 18, White wrenches five stones from Black's grasp and upsets his lead.

White 30. Meant to smother the aji of 21, but it gives Black a chance to get back into the game. Yet another peep goes unanswered, as Black switches to an attack on the white group at the top. White should have played 30 at 40.

Black 37. If at 'a', White links up while attacking Black's eye-shape with White 'b', Black 'c', White 37.

Black 45. Black 'd' would also take away White's eyes and would eliminate his forcing move later at 58 in Figure 4. (Cho, of course, was already in byo-yomi at this stage.)

White 46. The only move: White gets a ko.

Figure 4 (151 - 216)

Black 53. The move that threw away Cho's chance of taking the Gosei title. The large-scale

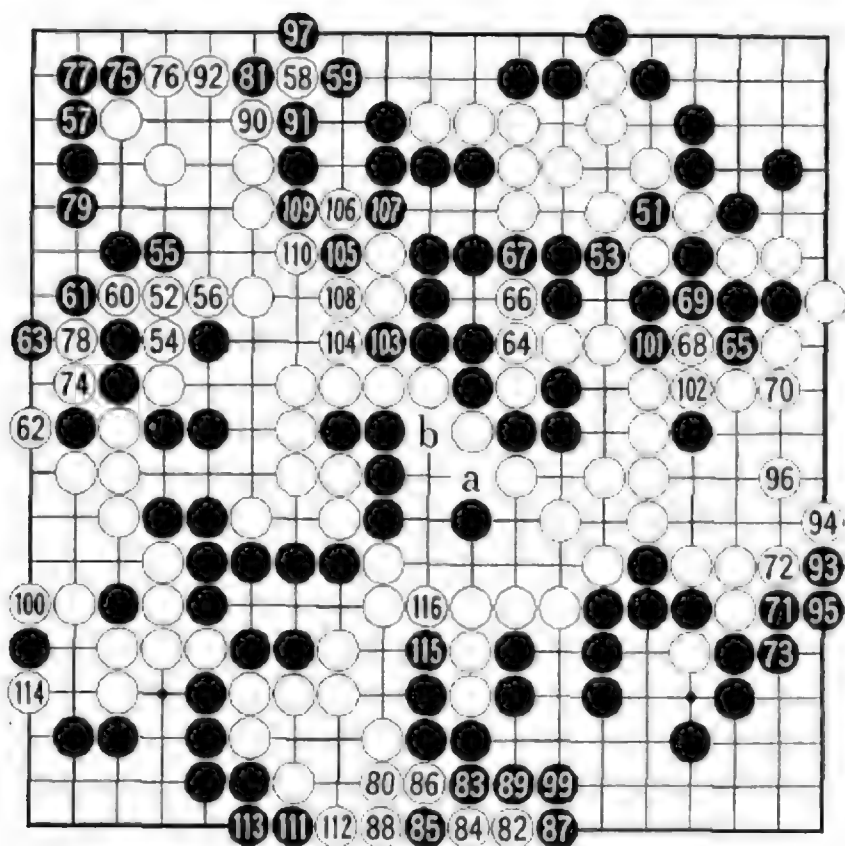
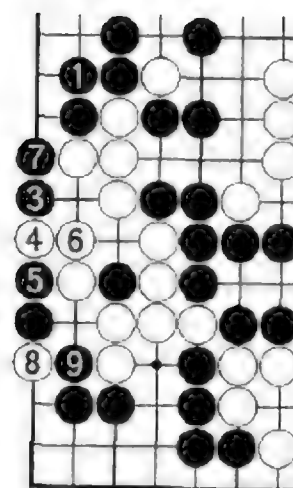


Figure 4 (151 - 216)

98: connects

exchange that follows is unfavourable for Black, so he should have connected at 54 with 53. A different exchange would then follow, with White taking the ko, Black 'a', White 69, Black 'b'. That would give a close game. After 54, Black is behind on the board.

One painful side-affect of White's capture with 54 is that Black can no longer connect at 74 in sente. Previously Black had the follow-up in Dia. 3 if White did not answer. The placement at 3 kills Black. If Black had played 1 here be-



Dia. 3

2: tenuki

fore the ko started, the game would have been a lot closer. Cho presumably held it in reserve as a ko threat, but ironically this backfired when a ko actually started.

For the first time in quite a while, Cho let his disappointment show when the game ended. After twice setting up a won game — with his initial lead, then with his comeback after losing that lead — it must have been hard to accept his final loss. Even Cho is not infallible. Otake has now beaten him in two out of three encounters in the Gosei title. He must have been in an ideal frame of mind to approach the Meijin title match with Cho, starting the week after this game.

Black resigns after White 216.

(Games 4 & 5 translated by John Power)



With a little bit of luck, Otake succeeds in rebuffing Cho's challenge for the Gosei title.

7th Meijin Title

This is the third title match this year between Otake and Cho. Despite the difference in their ages (Otake is 40 and Cho is 26), they have become the leading pair of rivals in tournament go. So far, the honours have gone to the younger player. Cho has won four of the six title clashes preceding this Meijin title match, even though Otake had a lead of one win in overall encounters, with 20 wins to 19 losses. Below is their record in title matches.

24th Oza title (1976): Cho won 2–1.

4th Gosei title (1979): Cho won 3–0.

5th Gosei title (1980): Otake won 3–1.

5th Meijin title (1980): Cho won 4–1.

20th Judan title (1982): Cho won 3–1.

7th Gosei title (1982): Otake won 3–2.

Otake still has a commanding lead in total titles won, with 29 (he is in second place to Sakata) to Cho's 13 (14 if this Meijin title is included), but at the rate Cho is going it may not be long before he catches up. Cho is the first player to hold the Meijin, Honinbo and Judan titles simultaneously and if he manages to take the Kisei title from Shuko, his domination of Japanese go will be almost complete, with other players reduced to competing for the lesser titles. By all accounts, both Cho's personality and his go-playing have greatly matured in the last couple of years, so he is going to be very hard to dislodge. Otake, who is still close to his peak as a player, was considered to have the best chance of upsetting Cho's triumphal progress, but that is not how this title match turned out.

Game One

White: Otake Hideo, Gosei

Black: Cho Chikun, Meijin, Honinbo & Judan

Komi: 5½; time: 9 hours each

Played on 8, 9 September 1982 at Hanezawa Garden in Tokyo.

Adapted from commentaries by Kato and Sakata

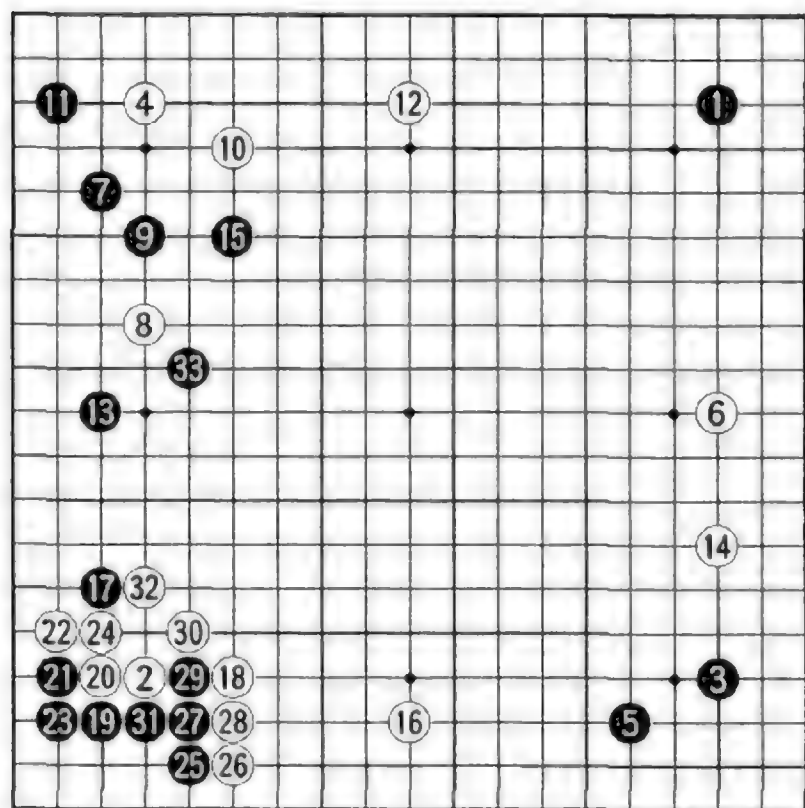
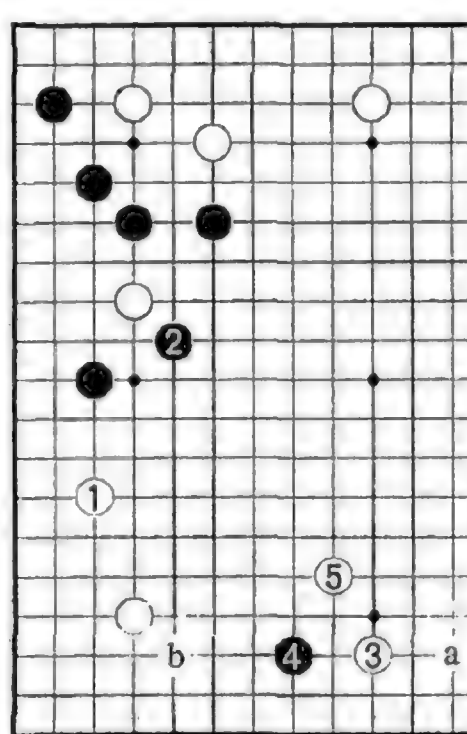


Figure 1 (1 – 33)

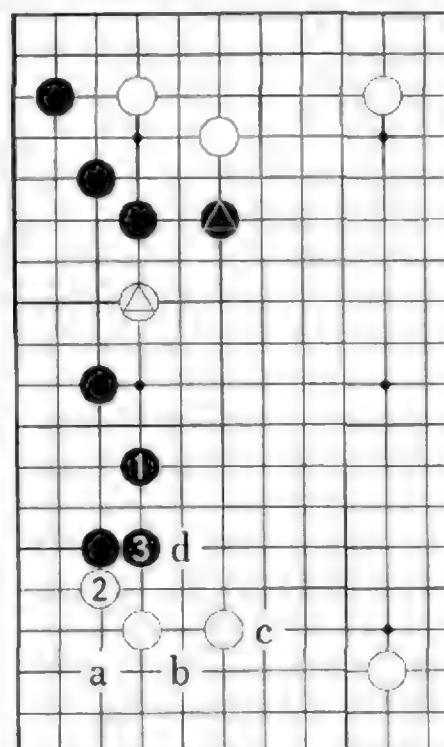
Figure 1 (1 – 33). Cho is criticized by his senior disciples.

Black 13 is unusual: when Black wants to play this pincer, he usually keeps 11 in reserve.

White 16. It is obvious that Black will play 17



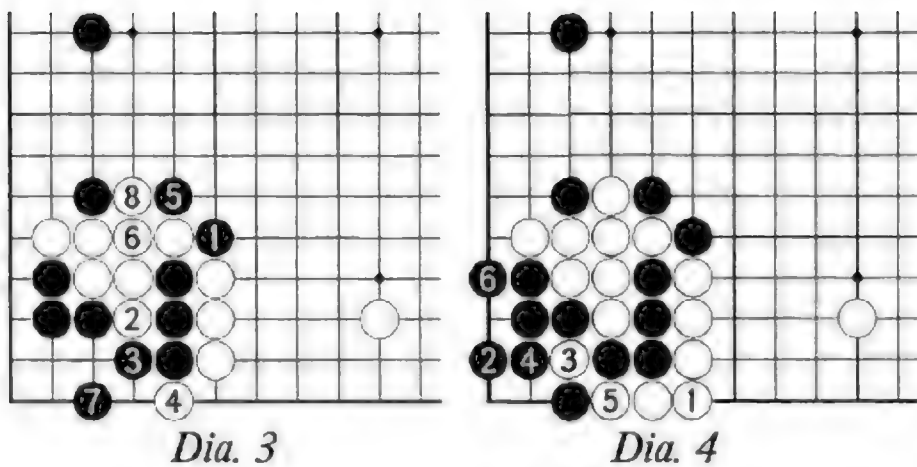
Dia. 1



Dia. 2

next, so Sakata advocated exchanging White 1 for Black 2 in Dia. 1 before extending to 3. If Black then invaded at 4, White could attack with 5 (if Black 'a' instead of 4, White could build up his moyo with 5 or secure territory with 'b'). After the game Otake agreed with this comment.

Black 19. This territory-oriented move is typical of Cho's style, but it was severely criticized by his opponent. 'You can't play a stupid move like that' was Otake's first comment after the game. Cho's other senior Kitani disciples, Kato and Ishida, and also Sakata, agreed that 19 was bad, so there was a consensus. The reason for the opposition to 19: Black 15 (played quite early for this kind of move) emphasizes the left



7: captures; 8: recaptures side position, but when Black invades at 19 White builds up thickness that nullifies the black influence above.

Otake maintained that Black had to play 1 in Dia. 2 in order to make the marked black stone meaningful. After 2 and 3, it would be difficult for White to do anything with his marked stone, while White's corner position would still have weaknesses at 'a', 'b' and 'c'. Ishida suggested playing on an even larger scale with Black 1 at 'd'.

The continuation to 32 is forced: the result is satisfactory for White. Cho thought a little about 31, but cutting to the right of 30 is unreasonable. Since this is a problem that often comes up in play, it is worth looking at the reason.

Dia. 3. If Black 1, White forces with 2 and 4. Black can give atari at 5, but then he must defend at 7. If he does nothing after White 8 –

Dia. 4. White 1 is very severe. Black can live with 2, but White captures four stones in sente. This is a fiasco for Black.

Figure 2 (34 – 62). The cutting point

White 34. White refuses to defend the cutting point at 'a'. Black promptly tries to exploit this defect with 39, but White continues in his obstinacy with 40 to 46. Black 41 is another move which provoked controversy. Apparently Black should have given atari at 1 in Dia. 5.

Dia. 5. Black forces with 1 and 3 before jumping to 5. White is left with a large endgame move at 'a', but his shortage of liberties means that he cannot dispense with a reinforcement at 6.

Black 45. It is now too late to give the atari at 1 in Dia. 6. White will ignore it, switching to 2 and 4. If Black captures at 5, White plays 6 etc., and the result seems favourable for him.

Black 47. If Black cuts at 1 in Dia. 7, White counters with 2 to 6. This would just give White a good target for attack.

White 48. Otake regretted this move. White 'b'

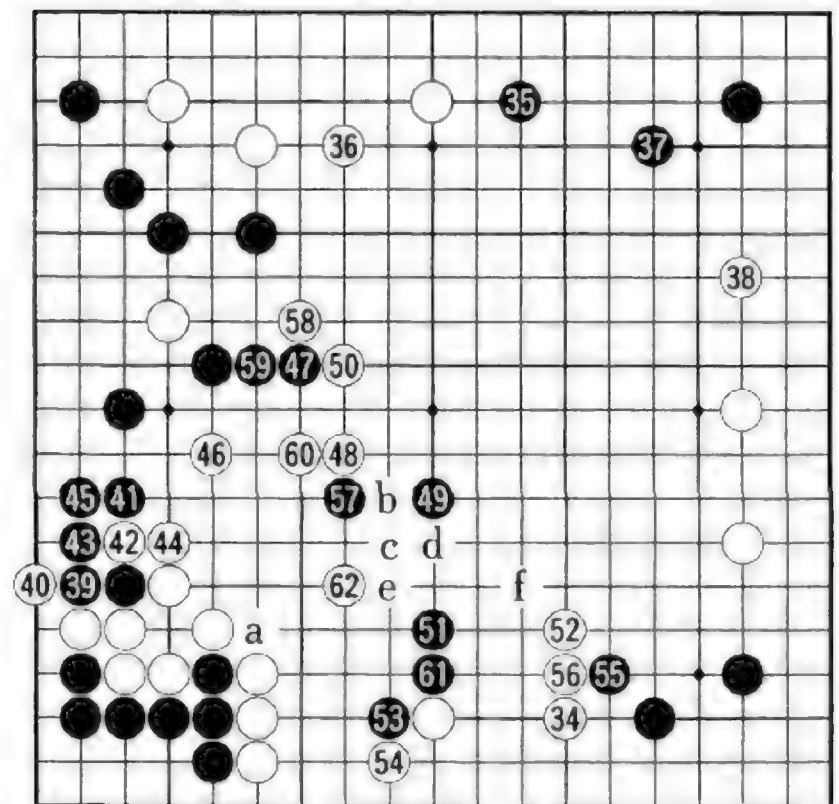
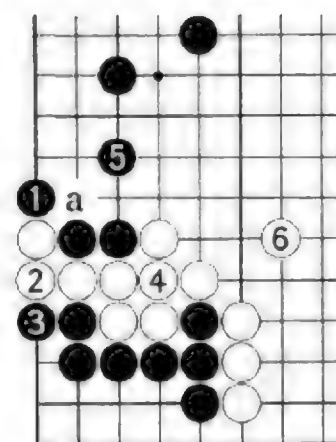
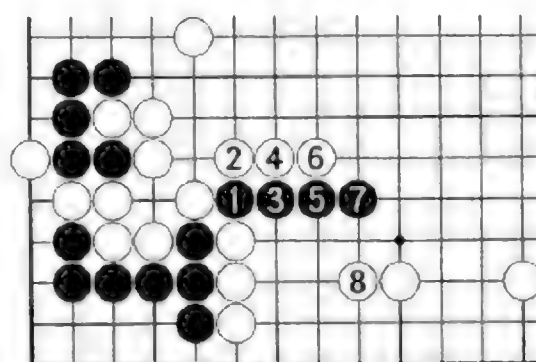


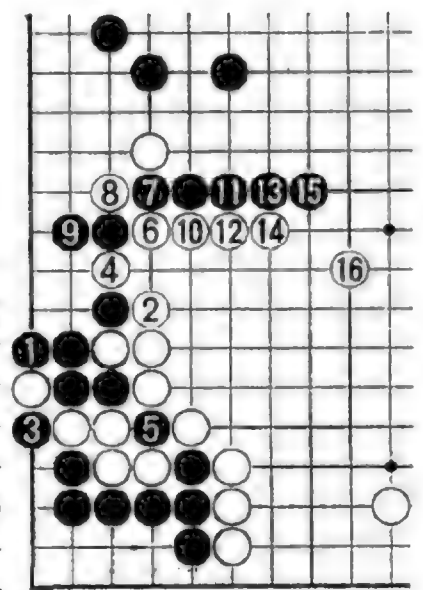
Figure 2 (34 – 62)



Dia. 5



Dia. 7



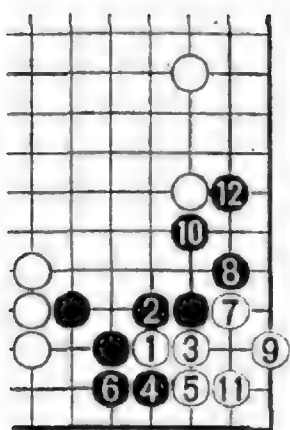
Dia. 6

would make it harder for Black to invade. Once Black has played 49, defending with 'c' is unappealing: Black would force with 'd', White 'e'.

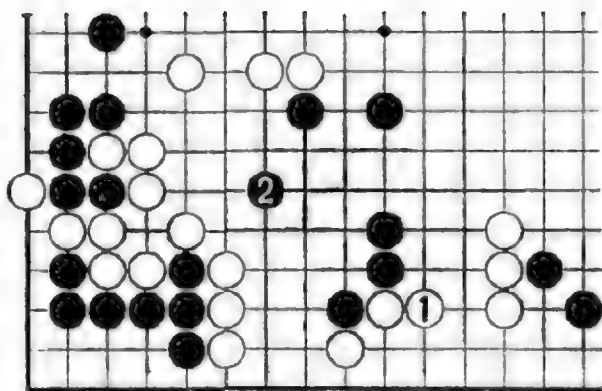
White 52. The sealed move. Otake spent 75 minutes on it but later commented that it was dubious, as it gave Black an excellent forcing move at 55. Otake felt that 52 at 'f' was preferable. Black 55 helps alleviate Black's bad aji in the corner – see Dia. 8 (next page).

Dia. 8. Usually White 1 is a serious threat, but thanks to his forcing move Black can counter with 4 and 6. White can live in the corner, but Black gets adequate compensation with 10 and 12.

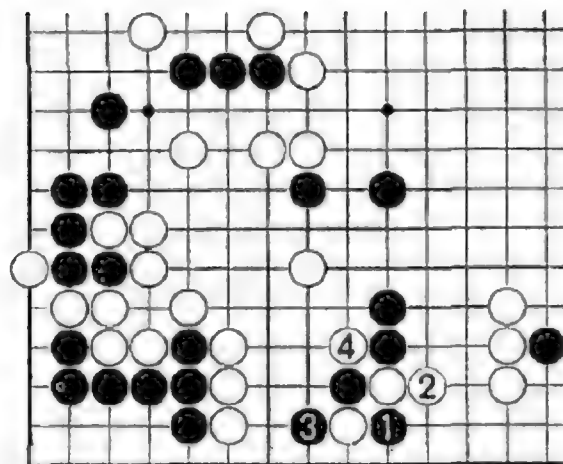
White 62 is a strong move. If White played at 1 in Dia. 9 (next page), Black 2 would just about settle the group.



Dia. 8



Dia. 9



Dia. 10

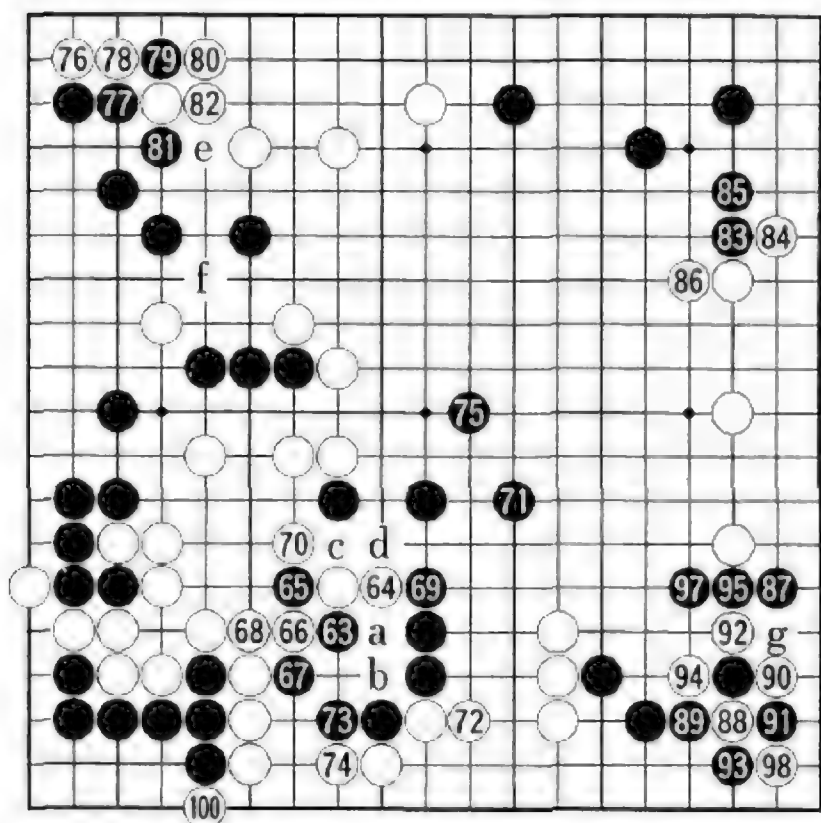


Figure 3 (63 - 100)

Ko: 96, 99

Figure 3 (63 - 100). *Cho's overplay*

Black 63. If 1 and 3 in Dia. 10, White cuts at 4.

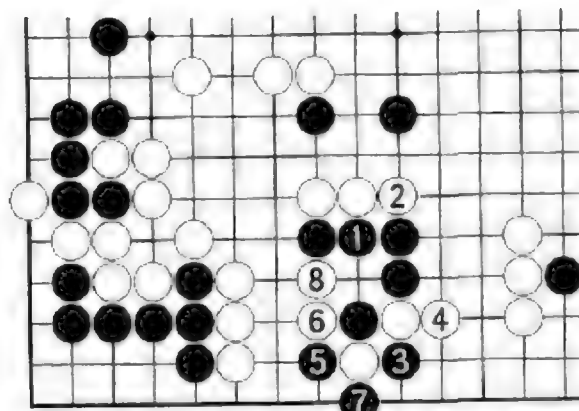
Black 65. The simplest answer to 64. If Black connects at 1 in Dia. 11, he will be in trouble after White 2. If 3, Black collapses after White 4 to 8.

Black 73 creates a reserve eye with 'a'. If White plays 'a', Black connects at 'b' and can look forward to playing 'c' or 'd'.

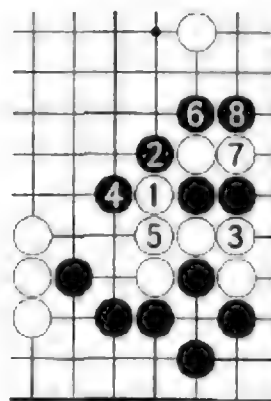
Black 75. Black's group is out of immediate danger, but White can expect to pick up additional profit later on by continuing his attack. Nonetheless, the result of this fight can be considered a success for Black.

Black 79 is a well-timed move. If Black simply plays at 81, White will answer at 'e', making 'f' a threat.

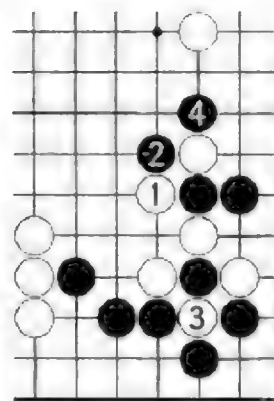
Black 87 is an overplay which could have lost the game for Cho. Correct style is Black 'g'. White sets out to punish Black for his mistake immediately with 88. The continuation to 95 is



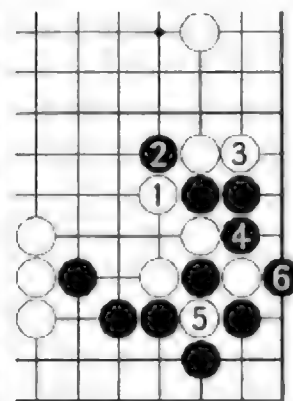
Dia. 11



Dia. 12



Dia. 13



Dia. 14

forced. Cho had expected this, but he had overlooked Otake's next move. He expected him to play 96 at 1 in Dia. 12, in which case he intended to answer at 2, which is an excellent cut for Black. If White 3, Black forces with 4 to 8 and is satisfied. Instead of 3 -

Dia. 13. If White takes the ko with 3, Black captures a stone with 4. This exchange would also be satisfactory for Black. Note that instead of 3 -

Dia. 14. White cannot block at 3 on the outside. Black counters with 4, then if White 5 he captures White with 6.

White 96 forces Black to answer at 97, so White is able to cut at 98. This starts a serious ko, which is quite a setback for Black.

Cho: 'When you play it out, capturing the ko (with 96) is natural. What was wrong with me?'

Suddenly the game was looking promising for White.

Figure 4 (101 - 150). *An adequate ko threat*

White 4. White 9 would be better. Black would

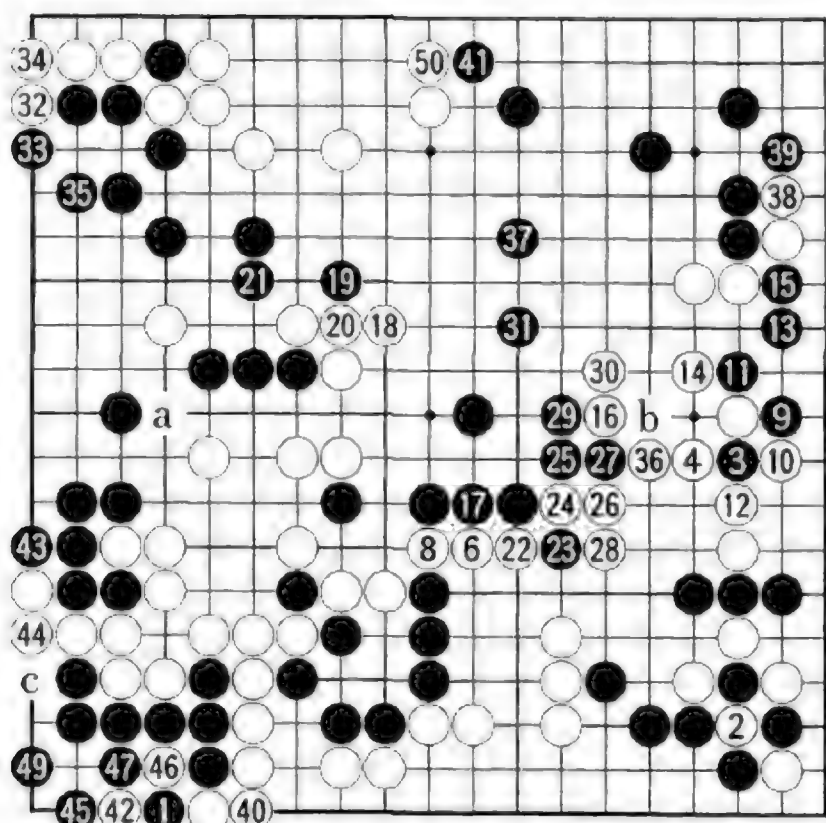
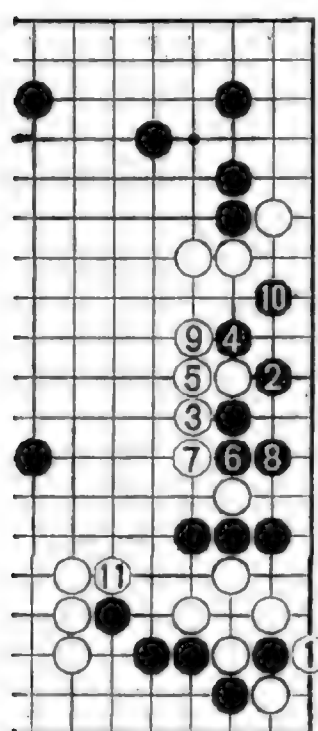
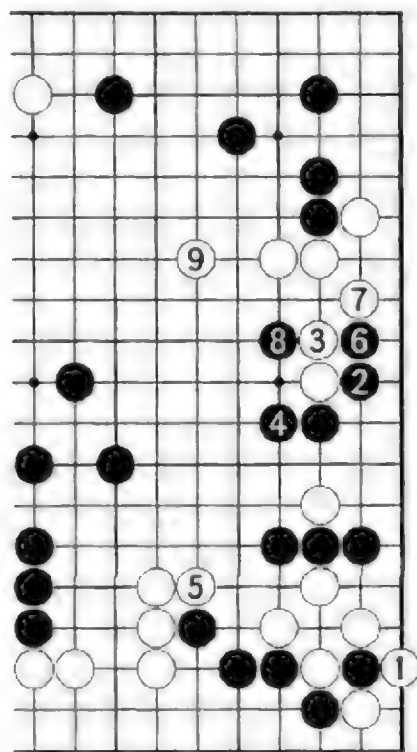


Figure 4 (101 - 150)

5: ko; 7: connects the ko; 48: connects (at 1)



Dia. 15

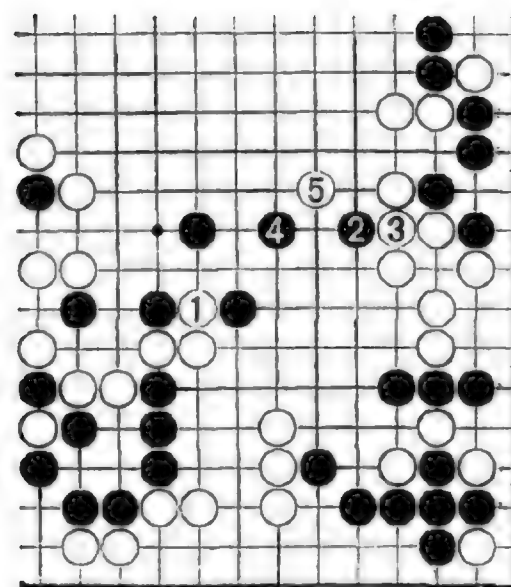


Dia. 16

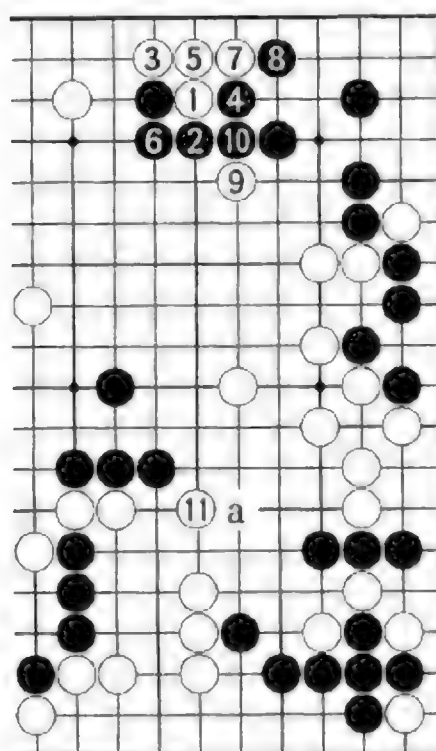
then have no more good ko threats, while White would have one absolute ko threat at 'a'. Alternatively, White could just ignore 3, ending the ko with 1 in Dia. 15. If Black 2, White resists with 3 and should be able to save the larger part of his group. The exchange to 11 is one possibility; another is 3 etc. in Dia. 16. Either way White looks set for a win.

White 6. This ko threat is not big enough, considering that Black can take profit on the side with 9 etc. Black does not seem to have suffered in this ko fight; White missed a precious opportunity with 4. Perhaps he did not realize how effective Black 9 would be.

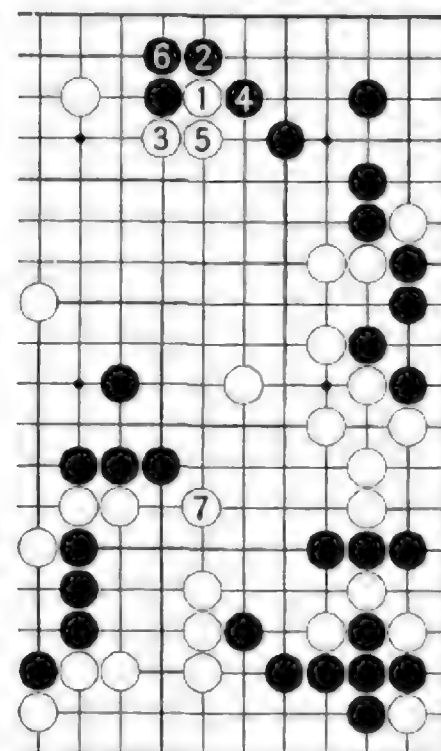
Black 17. These stones are too big: Black has to save them. White played 16 out of distaste for a black peep at 'b', but Sakata would have pre-



Dia. 17



Dia. 18



Dia. 19

ferred to see 16 at 1 in Dia. 17. If then Black 2, White connects at 3, then counters at 5. This would have been more aggressive. Once Black plays 17, his centre group is stabilized.

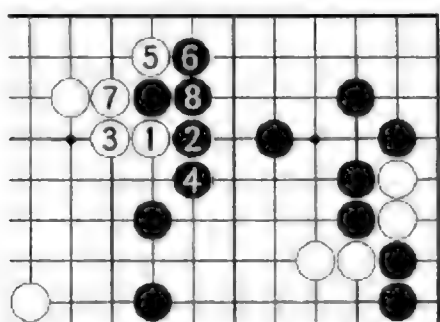
White 22. The losing move, according to Kato. When Black hanes at 23, White must cut at 24, but in the forced continuation to 31 Black gets superb shape in the centre while White only gets a meagre increase in his territory. All the players following the game agreed that 22 should be at 23. That would make it harder for Black to make good shape in the centre, so White should be able to make an effective attack on him. The most interesting comment was that made by Rin Kaiho, who advocated making the 'nasty' diversionary attack at 1 in Dia. 18.

Dia. 18. If Black 2, White 3 is a tesuji. White gouges out the top area in sente, then plays 11 (or 'a'), forcing Black to connect up on dame points. Instead of 2 —

Dia. 19. If Black tries to keep his territory with 2 etc., White builds thickness, then makes a

serious attempt to capture Black with 7. Black's centre group looks fragile.

White 40. If 22 were not the losing move, this would be. White 40 is the kind of move you play when you are ahead, but White is behind. Black astutely grasps the opportunity to switch to 41 at the top. Since Black 43 and 'c' are sente, White cannot hope to kill the corner group; the best he can do is to continue with 42, worth five points in sente but not worth losing sente with 40. White's last chance to complicate the game was to attach at 1 in Dia. 20 instead of 40. If Black 2 and 4, White gains the forcing move at 5. Black may answer more stubbornly, with 2 at 8 or 4 at 8, but that would still be better for White than the result in the figure.



Dia. 20

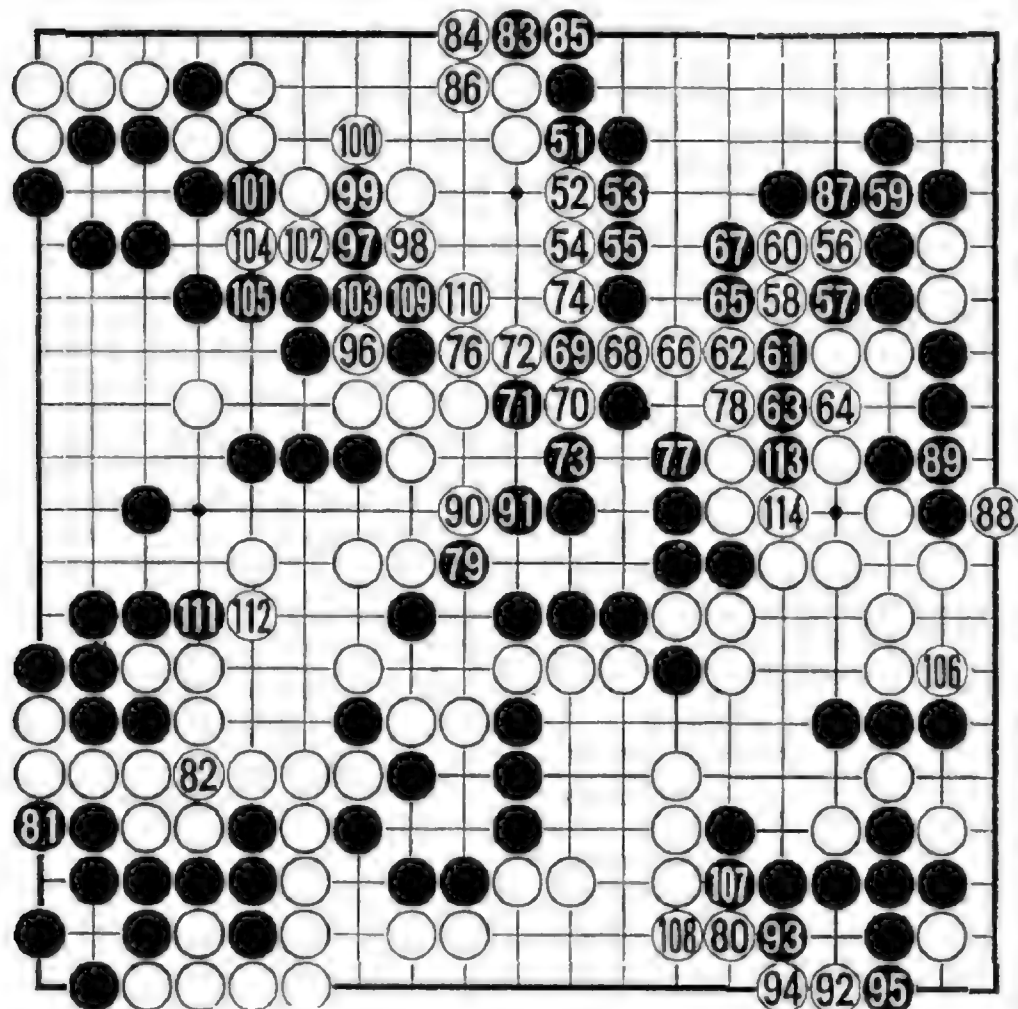
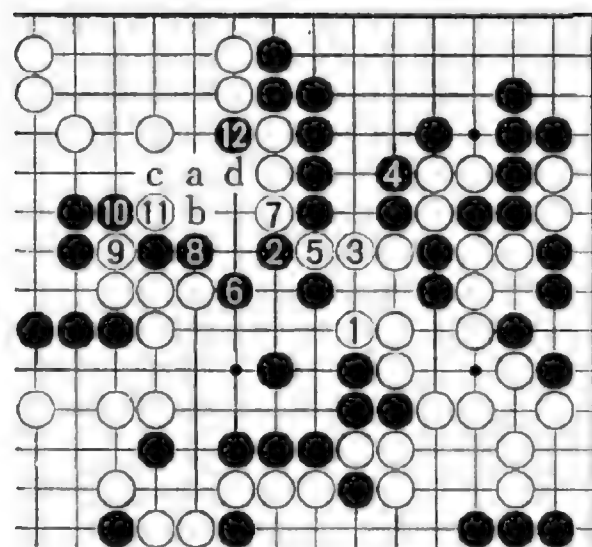


Figure 5 (151 - 215)

75: connects (at 70); 115: connects (at 58)

Figure 5 (151 - 215). First blood to Cho

Black 51. Bad shape but a very effective move, preventing White from attaching at 53.



Dia. 21

Black 61 to 65 set the seal on victory.

White 66. If at 1 in Dia. 21, Black saves his group with the tesuji of 2. If White tries to cut with 3 to 11, Black counters with his own cut at 12. If next White 'a', then Black captures three stones with Black 'b', White 'c', Black 'd'; if instead White captures with 'd', Black squeezes with 'a' etc., then links up.

Black ends up living in the centre with six points of territory (including the captured stone), so White's resignation becomes inevitable. Black seems to be a good ten points ahead on the board.

In this game Otake seemed to lose his rhythm after going wrong in the ko fight in the bottom right. Cho showed once again that his strong points are his tenacity and his ability to prevent the opponent from landing a decisive punch. The precision of his reading in the infighting is already something that we take for granted.

White resigns after Black 215.

(Time taken. White: 5 hours 8 minutes

Black: 8 hours 56 minutes)

('Kido', Nov. 1982, and 'Igo Club', Nov. 1982)

Game Two

White: Cho Chikun

Black: Otake Hideo

Played on 20, 21 September in Takarazuka City, Hyogo Prefecture

Commentary by Sakata Eio

The second game of the series features complicated large-scale fighting. From the aggressiveness of the play one would never guess that one of the players was suffering from an injury and that for part of the game he was in considerable pain.

The night before the game Otake twisted his back while changing. He was unable to sleep that night and considered forfeiting the match, but the

next morning he managed to drag himself along to the playing room. However, after half an hour the pain became too great, and he had to suspend play while he sought medical treatment. The problem was diagnosed as a simple slipped disc, and after a pain-killing injection Otake was able to resume play. However, squatting Japanese-style was out of the question, so the players used chairs for the rest of the game. Otake lost two and a half hours of his time allotment because of the interruption.

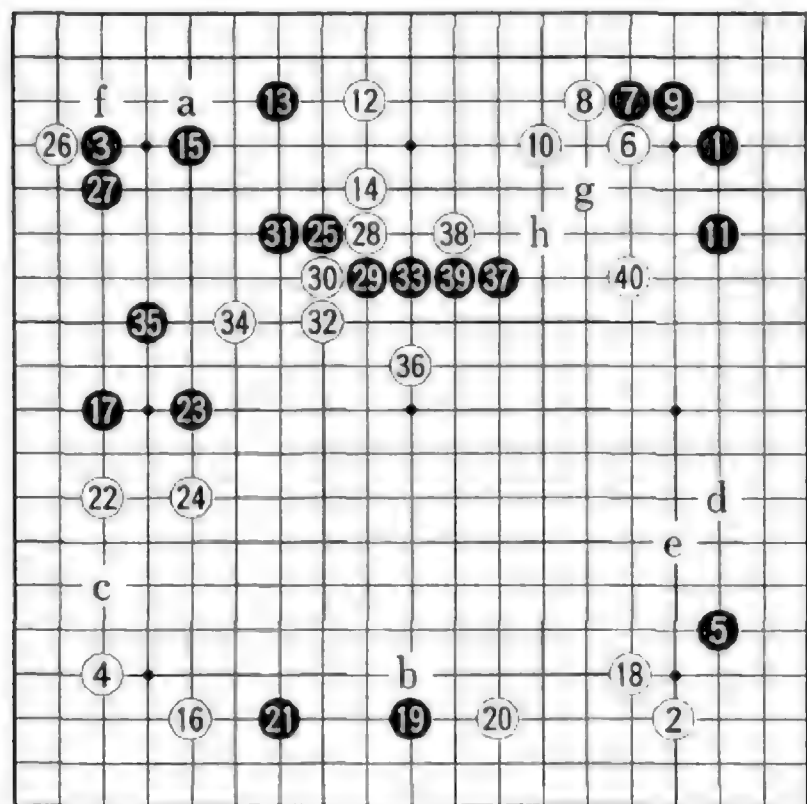


Figure 1 (1 – 40)

Figure 1 (1 – 40). Otake's unfortunate start

White 2. Otake commented that he was sorry to see this move, as it meant that he had to reach all the way to the top left corner with 3. He had even thought of playing Chinese-style. In this pattern the first fighting often starts in the bottom, so he would not have had to stretch too far.

Black 7. Otake left to seek medical treatment after this move. The time recorded for Black 7 was two hours thirty-three minutes.

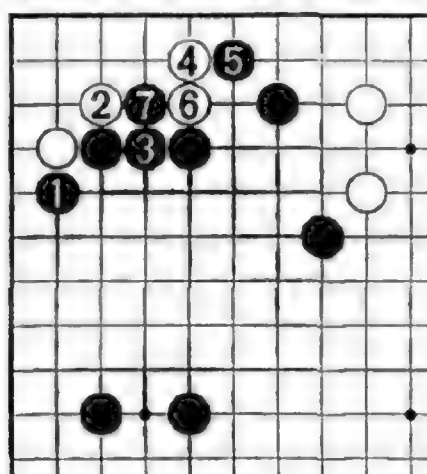
Black 13, 15. Unusual order. White could start a fight by invading at 'a' with 14.

Black 19 is dubious, as 20 is a superb extension. With 21 Black runs head-on into White's solid corner position. The fact that Otake spent only three minutes on 19 is probably a sign that he was having trouble concentrating: his fuseki is better than this. Better than 19 would be a high move at 'b'; if White still played 20, Black 'c' would be just right.

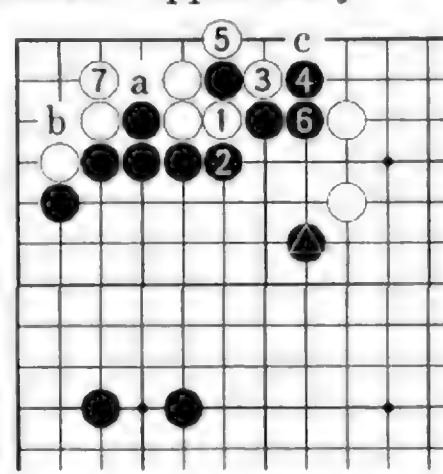
Black 25 was also queried by other professionals: Black is playing too many stones at

the top. Kobayashi Koichi suggested Black 'd', Awaji 8-dan Black 'e'.

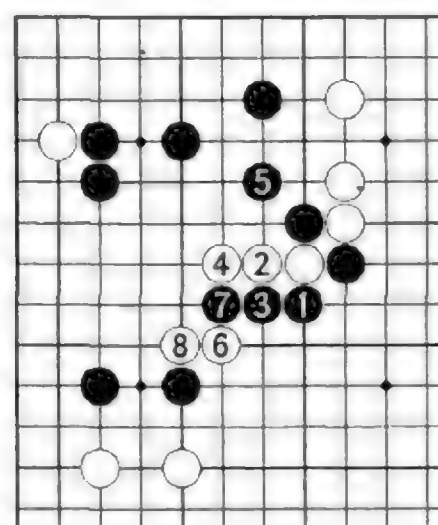
Black 27. The sealed move. Play finished ninety minutes early so that Otake could go back to the doctor for a more thorough examination. The next day he felt much better, but the game was continued in chairs. This sealed move seems to be too mild, as it leaves White the option of living with 'f'. Instead, Black should play 1 in Dia. 1. White's follow-up is 2 and 4, but Black counters with 5 and 7. Next, White can live with 1 to 7 in Dia. 2, but Black can play 'a', then capture at 'b' in sente. Black 'c', which will enable Black to reduce all of White's potential area to the right, will also be sente. Playing this way would make best use of the marked black stone (25 in the figure). Consequently, White would keep 2 in Dia. 1 in reserve until a suitable opportunity.



Dia. 1



Dia. 2



Dia. 3

Black 29. Essential — Black 30 would make Black over-concentrated, considering that White has 'f'.

Black 31. Black has to resist the temptation to give atari at 1 in Dia. 3. After 2 to 5, White plays 6 and gives up his three stones in exchange for destroying Black's side area.

White 38. An effective peep which covers White's weaknesses at the top.

White 40. If Black later peeps at 'g', White will counter with 'h'.

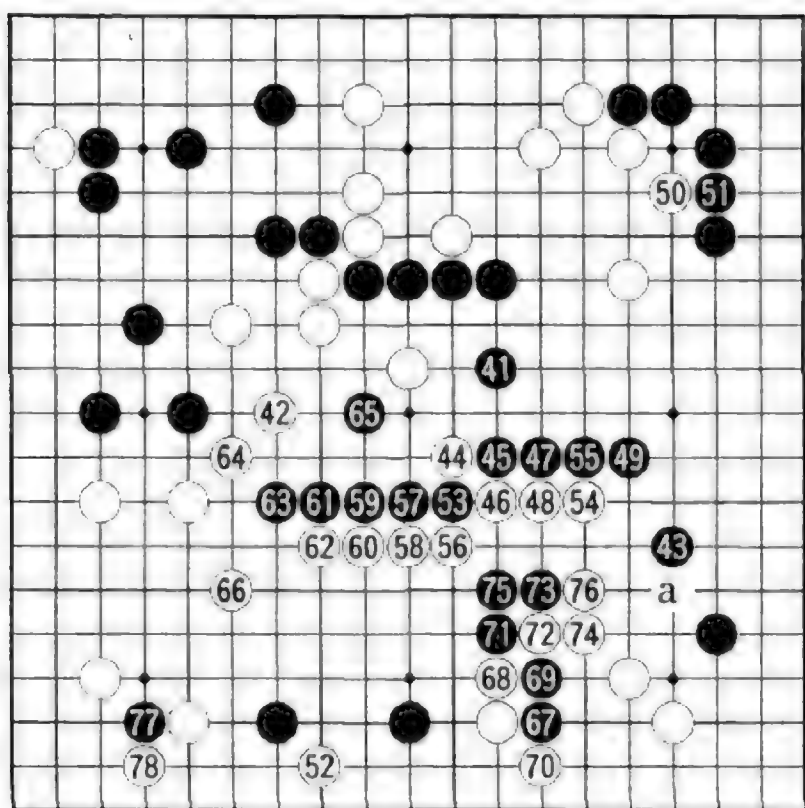
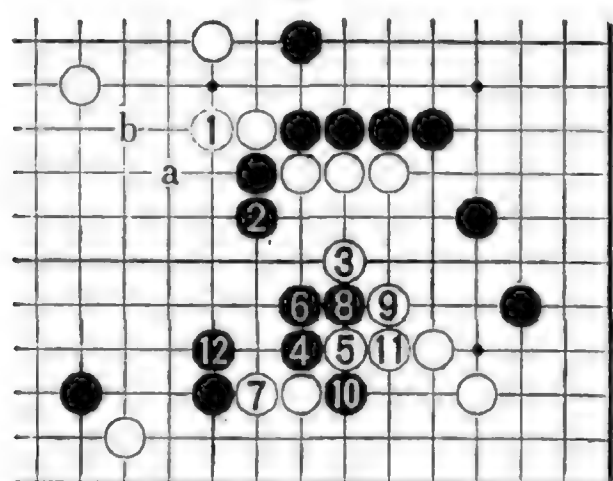


Figure 2 (41 - 78)



Dia. 4

Figure 2 (41 - 78). A large-scale life-and-death problem

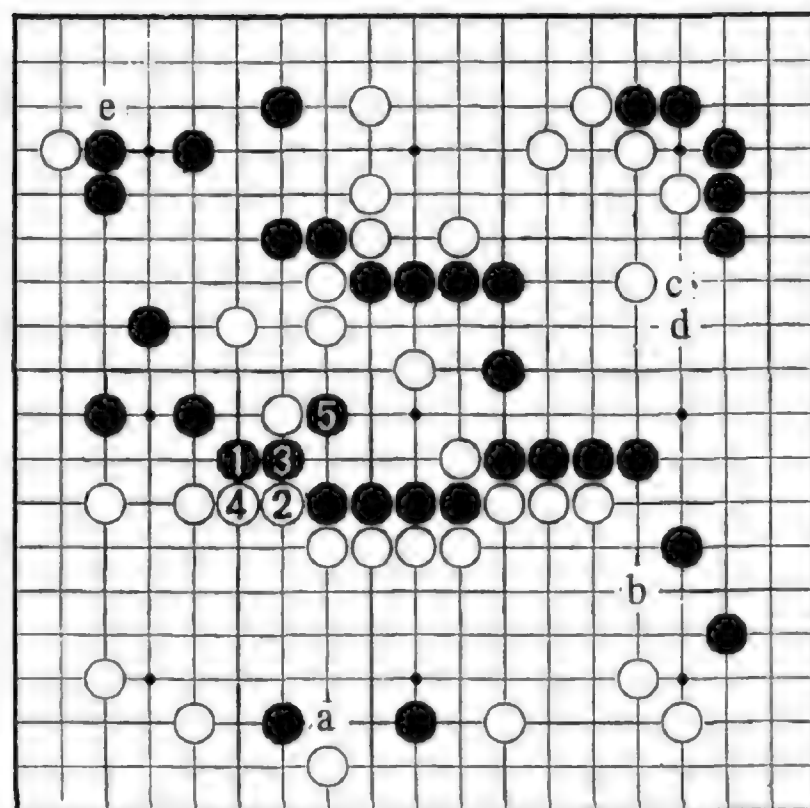
Black 43. Black 45 would also be a good move, but suffering White 'a' would be painful.

White 52 is the move that starts the complications. White's aim is to drive Black out into the centre in the hope of being able to defend the cutting point at 53 while attacking Black. The latter refuses to allow this: he cuts immediately.

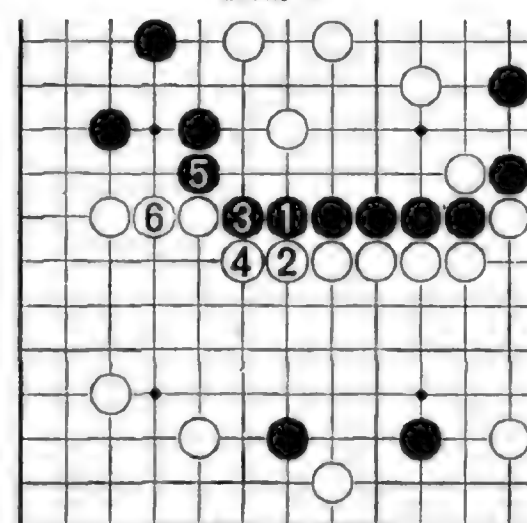
White 56. The fighting answer. If White extends at 1 in Dia. 4, Black will play 2, then attack at 4 (perhaps after exchanging 'a' for White 'b'). This way he would have little trouble settling his group.

Black 63. If at 1 in Dia. 5, Black can capture the centre white stones but in gote. If White adds a stone at 'a', he will lose, so probably he will play 'b', hoping that he can kill the two black stones anyway. Alternatively, White might play 'c' or 'd', or switch to the corner at 'e'. Otake must have concluded that he could not win this way.

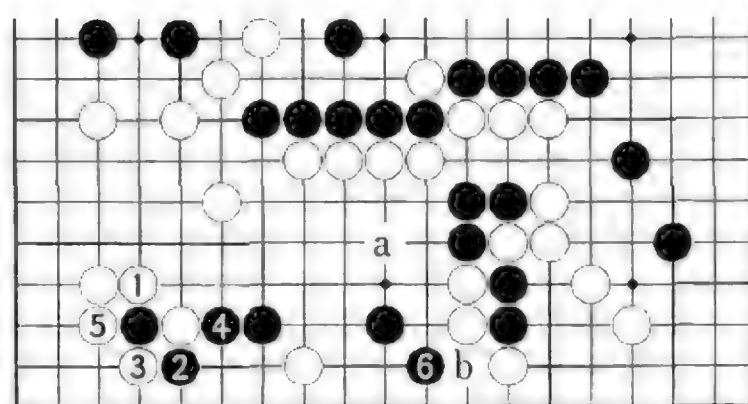
White 64. White cannot follow Dia. 6: Black



Dia. 5



Dia. 6



Dia. 7

gets more points than in Dia. 5 and keeps sente.

Black 67, 77. Black sets to work. How are these stones going to work together?

White 78 is forced. If White answers at 1 in Dia. 7, Black forces with 2 and 4, cutting off White's placement (White 52), then he plays 6. What with the aji of 'a' and 'b', it will be very difficult for White to kill this group.

Figure 3 (79 - 105). Lucky to live

The sequence from 79 on seems best for Black. He is struggling to make eye-shape and comes very close. In this case, 'near enough is good enough'.

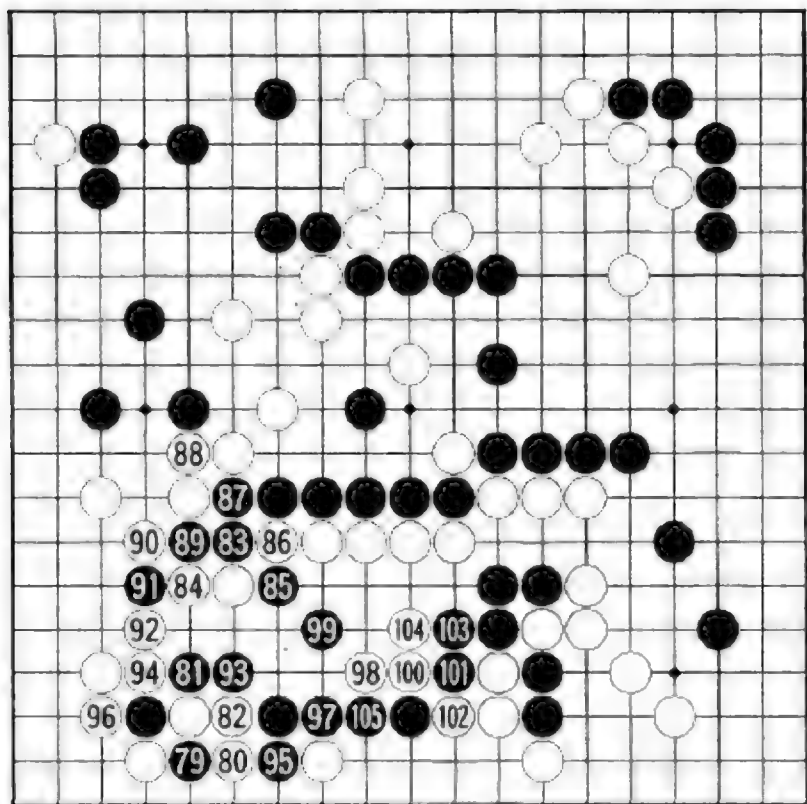
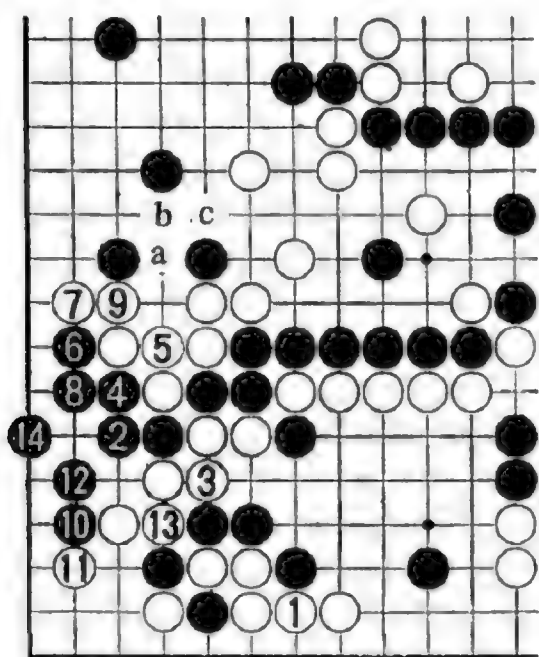


Figure 3 (79 - 105)



Dia. 8

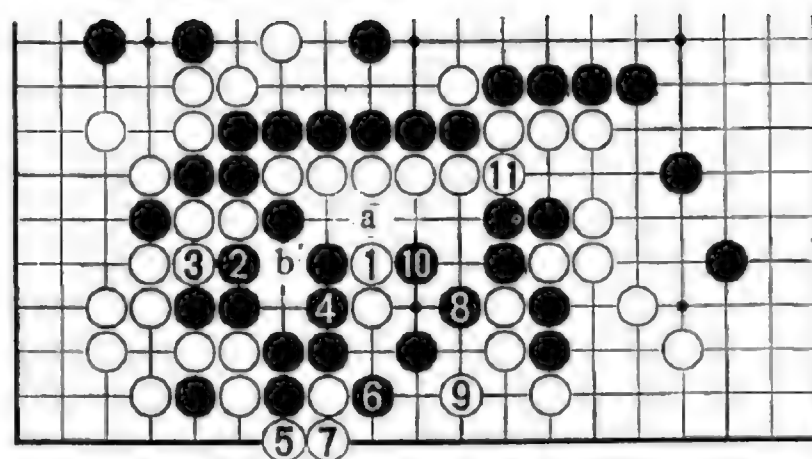
White 94 is essential. If White connects at 1 in Dia. 8, Black moves into action on the left side with 2. The continuation is forced. White has to connect at 13, so Black lives with 14. That would spell disaster for the white group above: having to resort to a ko with White 'a' — Black 'b' — White 'c' would be a bad joke.

Black 99. The most tenacious move Black has. It secured life because Cho, who went into byo-yomi on 98, missed a knockout punch with 100. Instead —

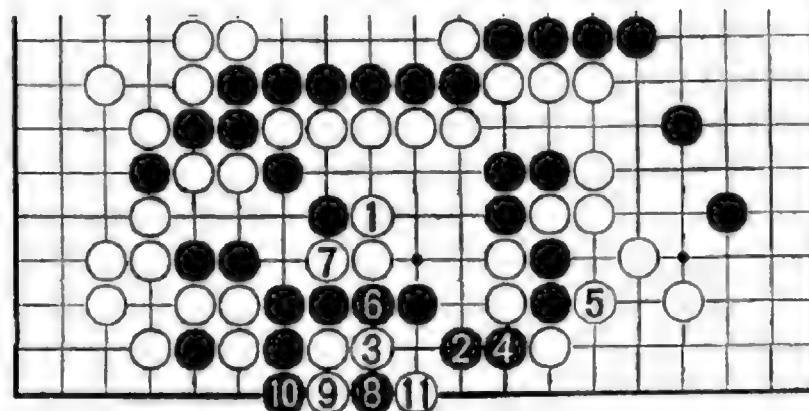
Dia. 9. If White pulled back at 1, Black would probably be unable to live. After 2 and 4, White 5 is a clever move. Black 6 to 10 are best, but White connects at 11 and will throw in at 'b' if Black plays 'a'. Instead of 2 —

Dia. 10. If Black tries to get two eyes on the side, White reduces him to one large eye (go-moku-nakade).

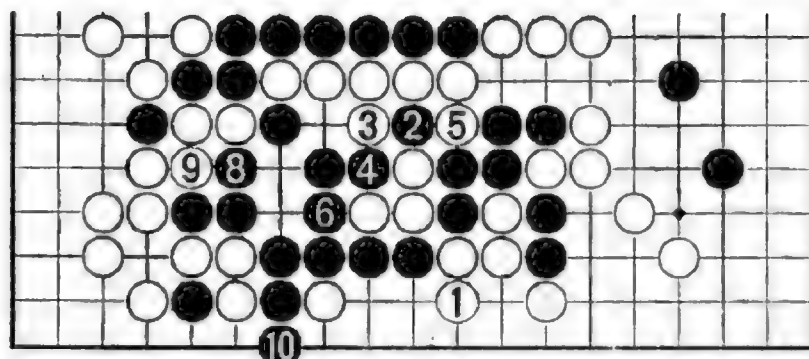
Black 105. To the inexperienced eye, Black



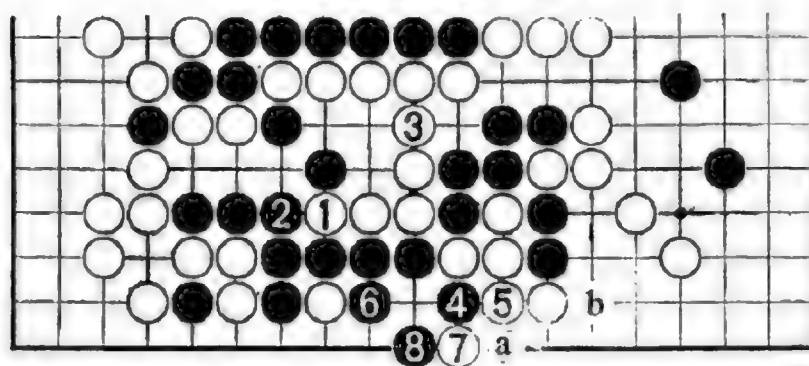
Dia. 9



Dia. 10



Dia. 11 7: connects



Dia. 12

still seems to be in trouble, but actually his group is safe. See Dias. 11 and 12.

Dia. 11. If White 1, Black makes one eye in sente by squeezing with 2 etc., then descends at 10. The throw-in to the right of 8 does not work, as White cannot continue with atari.

Dia. 12. If White destroys the eye in the centre with 1 and 3, Black sets up a ko with 4 to 8. In theory this is a ko, but in practice Black is alive. If White loses the ko, Black 'a' sets up Black 'b', causing White terrible damage. This is one ko he will want to avoid.

The honours in the epic life-and-death struggle at the bottom seemed to have gone to Otake, who commented later that he got so absorbed in this fight that he became oblivious to his painful back. The game looked like turning into a pro-

tracted endgame contest, but the denouement came unexpectedly early. The villain was the time Otake lost on the first day.

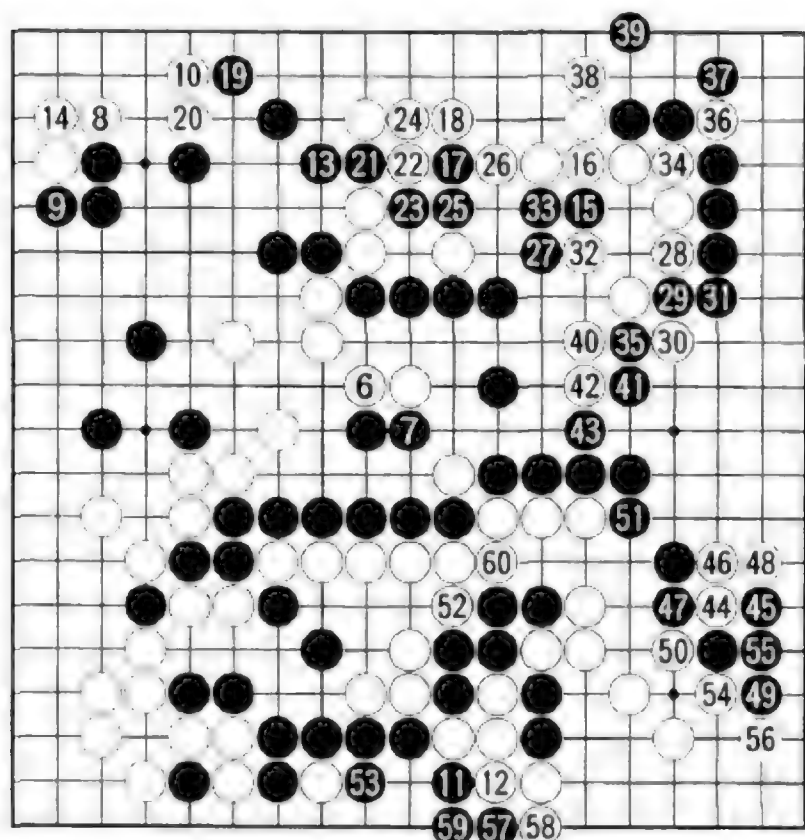


Figure 4 (106 - 160)

Figure 4 (106 - 160). *Anticlimax*

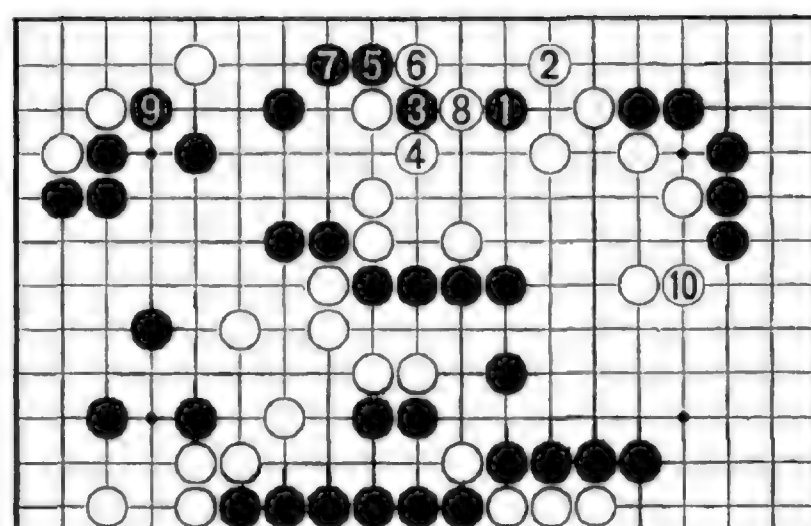
Black 7. Otake went into byo-yomi on this move, which normally would be very unusual for him. He then used up nearly all of his byo-yomi time (ten minutes, which remains constant if you use less than a minute on the move) thinking about 13. On being informed that he was down to his last minute, he flurriedly made a peep at 13, but this became the losing move.

Black 13 sets up the sequence to 27, but the profit Black takes here is outweighed by White's living in the corner with 14. Black has to do something more dramatic here.

Dia. 13. Invading at 1 is the move. If White 2, Black plays the 3-5 combination, reducing White's territory in sente. He then secures the corner with 9. White next has a good move at 10, but this result would give a very close game.

The game was lost after 13. Cho was also down to his last minute, but he played his usual flawless one-minute go. Before this series, Kato, who suffered at Cho's hands the previous year, commented: 'Scoring an upset against Cho in the endgame is impossible. If you've fallen even just slightly behind, he sweeps you off the board with his perfect play. The only way to beat Cho is to take a crushing lead in the middle game.' As Kato knows, *that* is not easy either.

An example of Cho's superb endgame tech-



Dia. 13

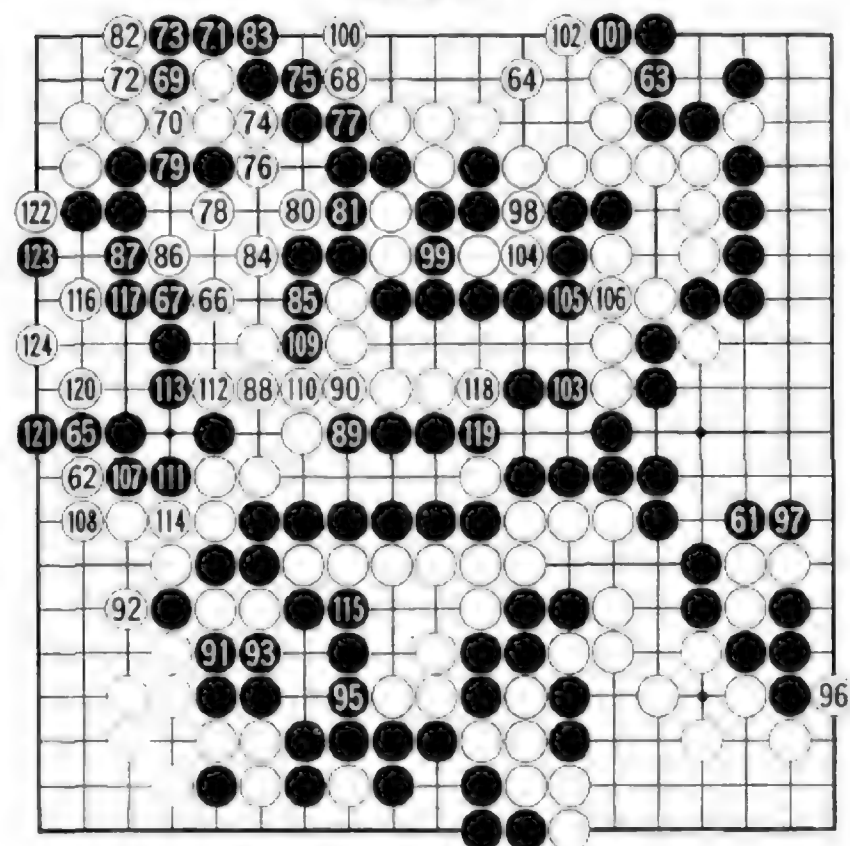
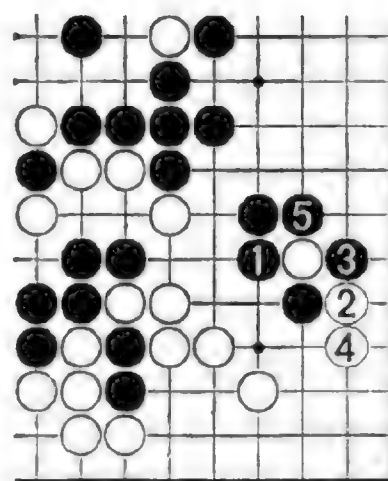
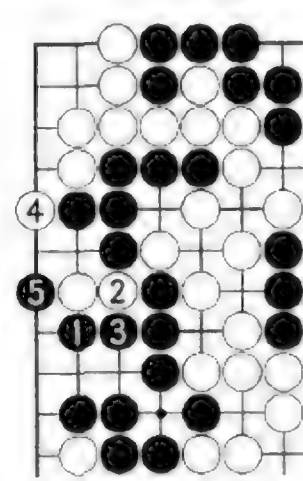


Figure 5 (161 - 224)

94: connects



Dia. 14



Dia. 15

nique is White 44. This is a sacrifice intended to strengthen White's corner. If Black answers at 1 in Dia. 14, White takes sente with 2 and 4. Even when Black plays 45 in the figure, White still takes sente and is able to switch to 62 in Figure 5.

Figure 5 (161 - 224). *End of the ordeal*

Black 117 lets White get a seki, but Black is preparing to resign. He has to play 1 in Dia. 15 to live, but White gets nice forcing moves. Black preferred not to submit to this added



Otake points to the culprit: the peep at 13 (in Figure 4) which put him out of contention in the second game. Watching (second from right) is Ishii Kunio 9-dan (the referee).

humiliation.

Otake's attempt to regain the Meijin title had got off to a most unfortunate start. He was probably relieved that he had been able to finish this game, but now, two down, he was labouring under quite a handicap.

Black resigns after White 224.

Time taken. White: 8 hours 59 minutes

Black: 8 hours 59 minutes

('Kido', November 1982)

Game Three

White: Otake Hideo

Black: Cho Chikun

Played on 29, 30 September 1982 at Izu Nagaoka

Commentary by Hane Yasumasa 9-dan

Figure 1 (1 – 40). *An unusual fuseki*

Black 9. This pincer is not often seen. Black wants to play a leisurely game. White responds in the same spirit with 10.

White 12 is another unusual move. The conventional idea here would be to attack Black by attaching at 16. Black promptly seizes the opportunity to settle this stone by attaching at 13.

White 22, 24. The game has developed into

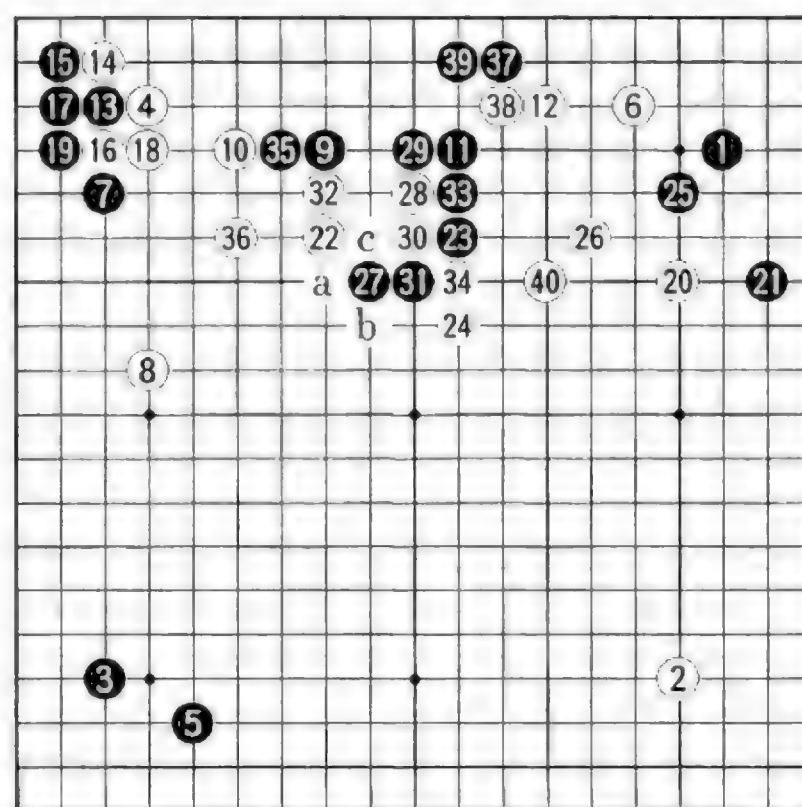


Figure 1 (1 – 40)

the familiar pattern: Cho has taken profit at the expense of creating a weak group, while Otake is using his thickness to go on the attack.

White 28 is very aggressive. Otake would usually attack more slowly, with White 'a', Black 'b', White 'c'. However, Black is unworried by the cut with 34, as he can live with 35 and 37.

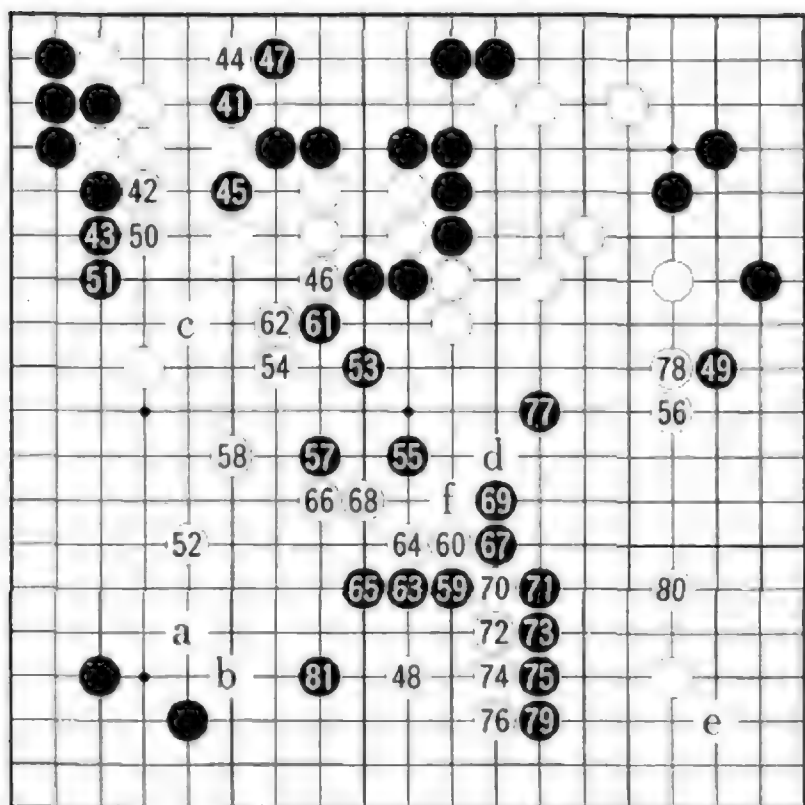


Figure 2 (41 - 81)

Figure 2 (41 - 81). *Cho survives the attack.*

White 48. The sealed move. As he thought about it, Otake kept muttering 'not even one point, not even one point.' True enough, in contrast to Black's profit, White has so far taken no territory, though he has built up enough thickness to make the game even. However, if White continued to go for thickness, with 48 at 53, he would fall behind when Black played 48.

White 52. An interesting move. If White made the conventional capping move at 'a', he would have no good answer to Black 'b'. White 52 defies Black to do something about his two stones at the top. Black promptly accepts the challenge.

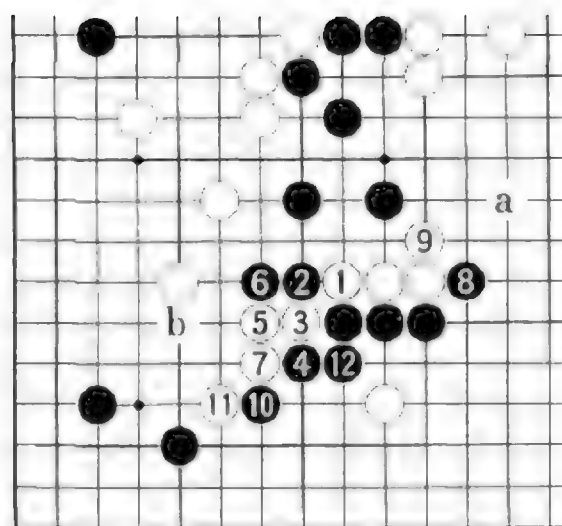
White 54. Necessary: Black 'c' would be troublesome.

Black 59. Black 60 or 'd' would be more solid, but Cho always plays all-out. A fierce fight starts when Otake disdains the passive answer at 74 (Black would switch to 'e').

Black 61. Cho spent two hours twenty-four minutes on this move. He must have attempted to read out the entire fight following 63.

White 66. If at 1 in Dia. 1, a head-on fight follows with 2 and 3. Black then has the sequence to 12, which makes miai of 'a' and 'b'.

White 68. Otake regretted not playing at 'f'. That would make it so difficult for Black to save his centre stones that he would probably switch to the bottom at 74, but White could then secure the centre with 69, and Black could not be sure of taking all the bottom area. Black is quite relieved at being able to play 69.



Dia. 1

White 70 is natural, but Black is happy to push down into the bottom with 71 etc. When Black defends his cutting point in the centre with 77, the result can be regarded as a success for him. White 78 is necessary after 77 and White 80 also after 79, so Black is able to switch to attack with 81.

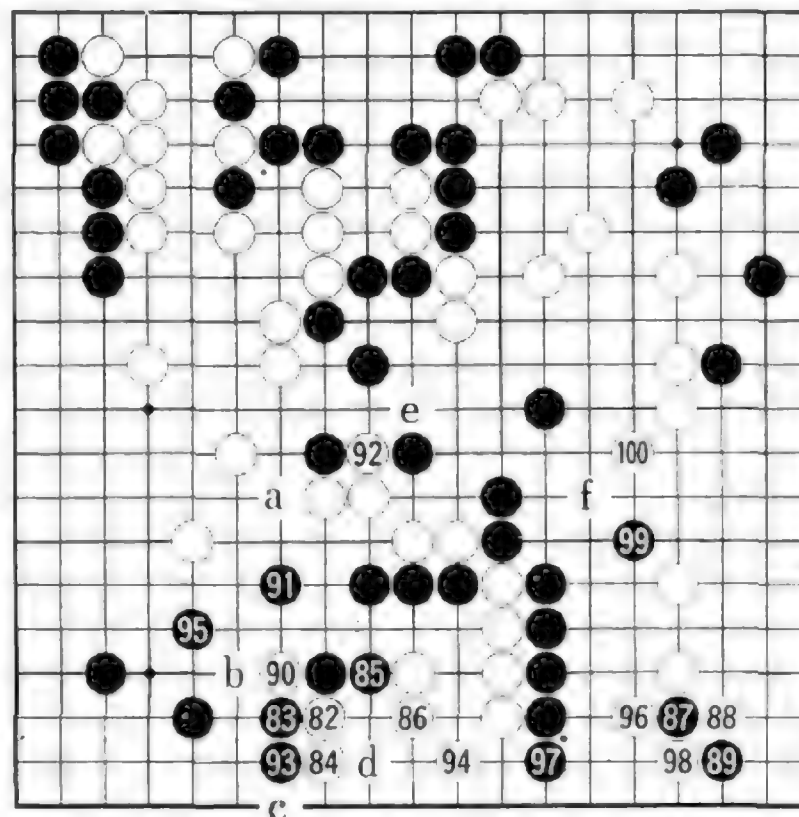
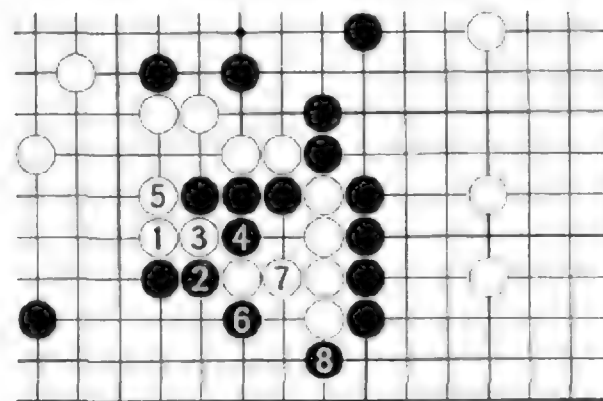


Figure 3 (82 - 100)

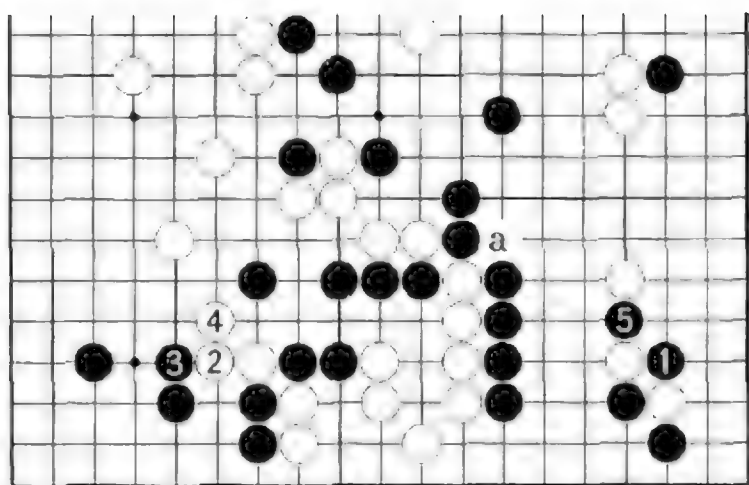


Dia. 2

Figure 3 (82 - 100). *Cho's misreading*

White 82. If White attaches on top, at 1 in Dia. 2, Black sacrifices four stones, cleverly linking underneath with 2 to 8.

Black 87. Cho went into byo-yomi on this move, but Otake still had four hours left. The aim



Dia. 3

of 87 and 89 is to make 97 sente. White cuts at 90 to nip that threat in the bud.

White 92 defends against Black 'a', but perhaps White should have started a fight by extending at 'b'.

Black 95 is a slip: Cho might just as well have passed a move. If Black played 95 at 'b', Black 97 would be sente, as will become clear in the next figure.

Even better than 'b' would be 1 in Dia. 3, punishing White for his tenuki in the corner. White can capture six stones with 2 and 4, but Black's corner profit more than compensates for this. Playing like this would also mitigate the threat of a cut by White at 'a'.

White 98. The instant that Otake played here, Cho flushed red and rapped himself on the head. He had expected White to play at 'c' to live, whereupon he intended to connect at 98. It is not surprising that White 98 jolted him, for it put Otake into the lead. Before looking at the next figure, can the reader work out how White plans to live if Black attaches at 'd'? (Hint: the presence of 98 plays a part in the solution.)

White 100. Otake immediately returned the courtesy, making a mistake which redeemed Cho's mistake. If he had made a hane at 'e', capturing the centre black stones, his lead would have lasted more than one move. He assumed that Cho would answer 100 at 'f', after which he intended to play 'e', but his analysis was not rigorous enough.

Figure 4 (101 – 155). Cho pulls ahead.

First, the answer to the life-and-death problem. When Black attaches at 3, White 6 and 8 threaten to link up along the bottom edge, so White is able to set up the 10–16 combination. However, he has to make a sacrifice with 12 and 14 to make sure that Black cannot give atari to the left of 2. If Black had played at 'a', he would

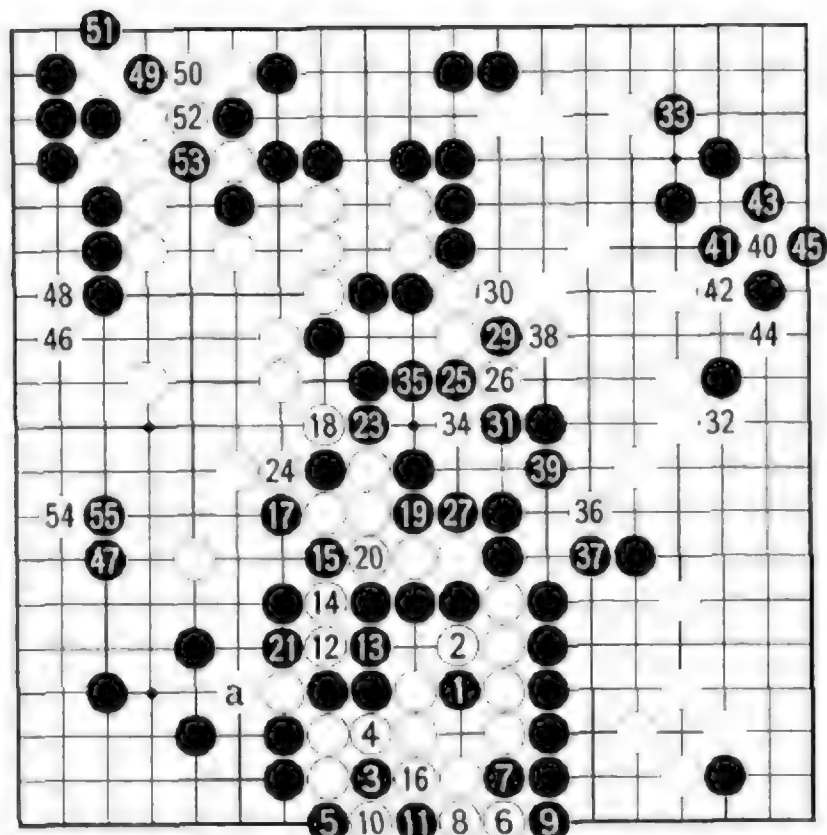


Figure 4 (101 – 155)

22: captures at 10; 28: connects (right of 24)

just answer 14 at 21 and the sacrifice would not work.

Black knows that he cannot capture the group, but he can use his attack on it to help his centre group. After White lives with 16, Black is able to settle his group with the sequence to 31. This result is a great success for him: White has been severely punished for his slip with 100 in Figure 3.

White 34, 36. White reduces the black group to one eye, but he cannot hope to kill it, as there are defects in his shape in the bottom right corner. This becomes clear later in the game. White 36 is bad, however, if White cannot kill Black, as White would be able to cut off and capture the black stone if he attached at 37 with 36.

White 40, 46. White abandons his attack and switches to ordinary yose, but he is behind. The game looks like winding up peacefully, but the excitement is not over yet.



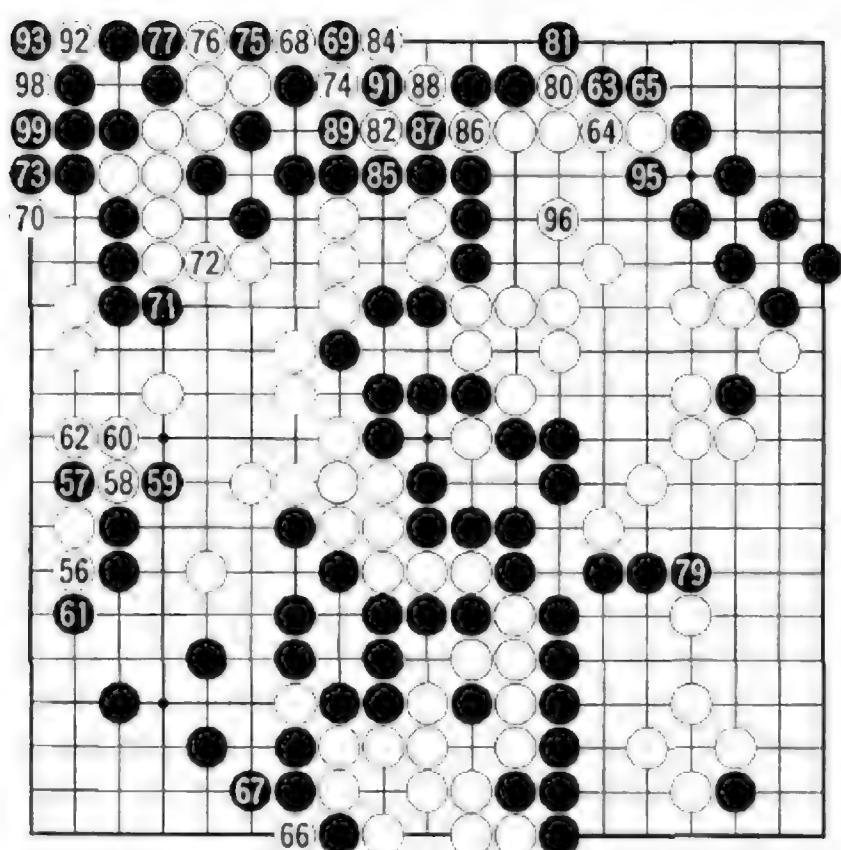
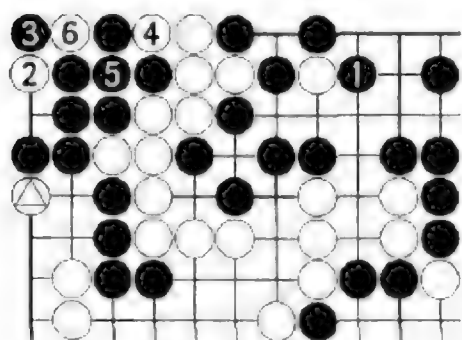
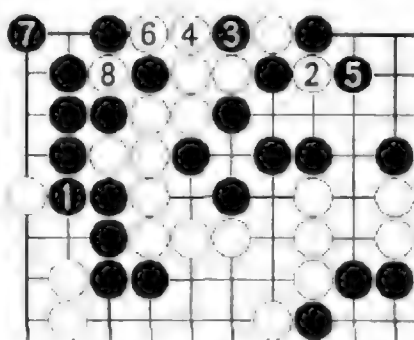


Figure 5 (156 - 200)

Ko: 78, 83; 90: captures two stones; ko: 94, 97, 100



Dia. 4



Dia. 5

Figure 5 (156 - 200). A near-fatal slip

Black 69 is a very careless move, the only excuse for which is the fact that Cho had been down to his last minute of byo-yomi since early in Figure 4. If Black omits 77 after White 76, White puts the corner into ko as in Dia. 4. Black cannot give atari below 2 after 6 because of the marked white stone (70 in the figure). Cho apparently overlooked White 70. Playing 73 at 1 in Dia. 5 does not help, as White still gets a ko in the corner.

Black 79. A fighting move, typical of Cho. This move reduces the ko threats White can get against the centre group, though it lets White set up a different ko with 80 to 90.

Figure 6 (201 - 239). Unable to win the ko

White 4. White 'a-b' would not be big enough to win. White is unlucky in that the only ko threats he has are against the centre black group, but he runs out of these with 16. Black ignores 22, confident that he can live.

The crucial move for Black is 29. White cannot answer at 1 in Dia. 6, as Black can make the

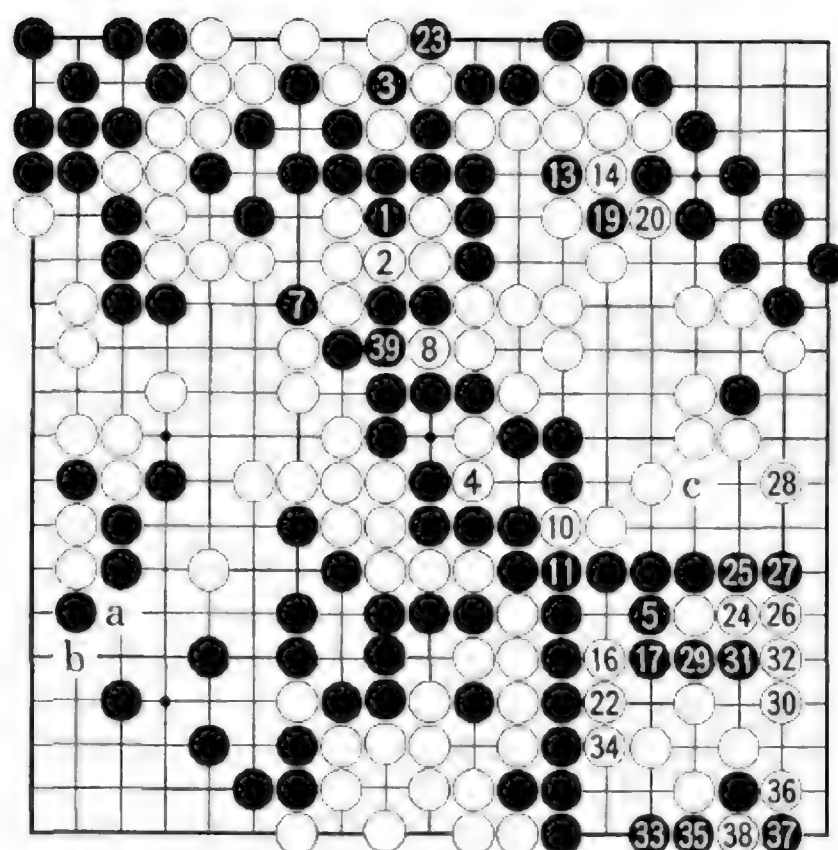
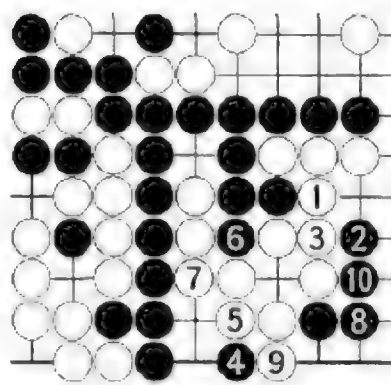
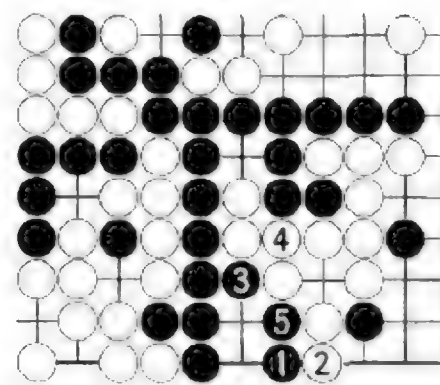


Figure 6 (201 - 239)

Ko: 6, 9, 12, 15, 18, 21



Dia. 6



Dia. 7

placement at 2. If White persists in trying to kill Black with 5, he loses the semeai after 6 to 10. If White plays 5 at 2 in Dia. 7, Black easily makes his second eye with 3 and 5.

Even when White drops back to 30, however, he still has bad aji in the corner. Since he stubbornly plays 34, Black gets a ko in the corner with 35 and 37. All Black has to do to win is to secure life for his group and he has plenty of ko threats for this purpose, beginning with 39 and continuing with 'c'. White's resignation is inevitable.

This game was another victory for Cho's tenacity. He had to overcome two serious oversights in his analysis — concerning the life and death of the white group at the bottom and the ko at the top — but somehow he managed to fight his way out of trouble. In doing so, incidentally, he set a record for nine straight wins in Meijin title games.

Otake will remember this game with regret for his missed chances. Actually, he was still suffering some pain from his slipped disc, pain severe enough for him to think of asking for a recess at one stage. That he was able to finish the

game safely was perhaps due to the fact that, as in the second game, he became so engrossed in the large-scale fighting. He could easily have won the game, but luck was not on his side.

White resigns after Black 239.

(Time taken. White: 6 hours 19 minutes

Black: 8 hours 59 minutes)

Game Four

White: Cho Chikun

Black: Otake Hideo

Played in Tokuyama City, Yamaguchi Prefecture, on 13, 14 October 1982



Commentary dictated by Otake

Figure 1 (1 – 36). Turning point in the fuseki

Black 1, 3. Since I play nothing but the komoku (4–3) point, I sometimes feel like trying sanren-sei. With this pattern, the problems that arise concerning the play on the side towards the centre are quite different from those that arise from the komoku josekis.

Black 7. A move that requires proper consideration. Takemiya's recent strategy of playing 7 at 'a' is also quite feasible, but 7, followed by occupying a fourth star-point with 9, enables Black to develop rapidly enough.

White 10. A splendid move. If White plays around the centre left star-point instead, it's only too obvious that Black will play the shoulder-hit below 10. When Black splits up the left side with 11, White invades the right side, so instead of a moyo contest, the game becomes a contest in erasing territory.

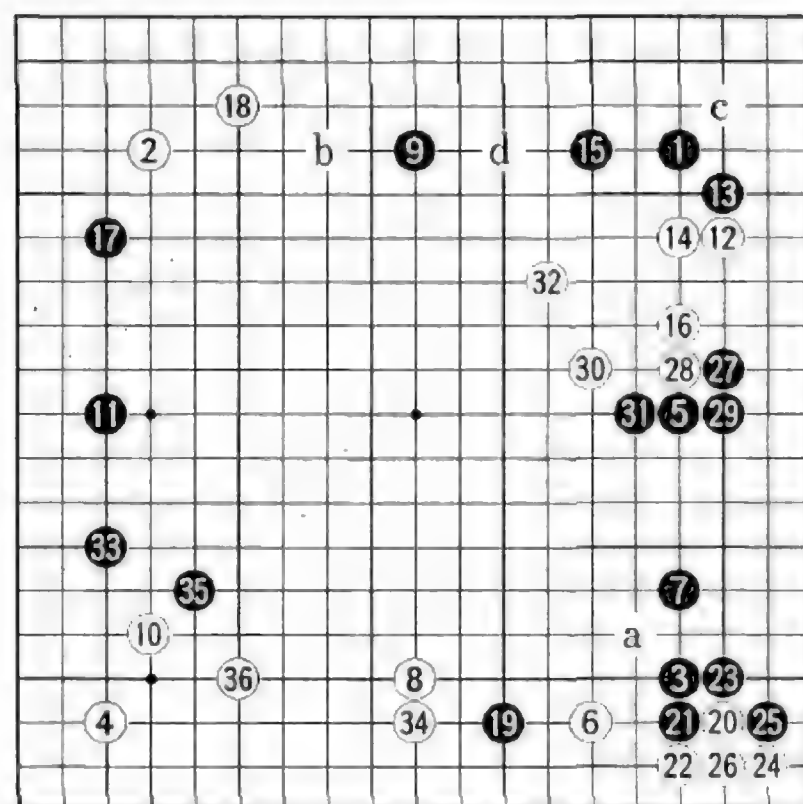
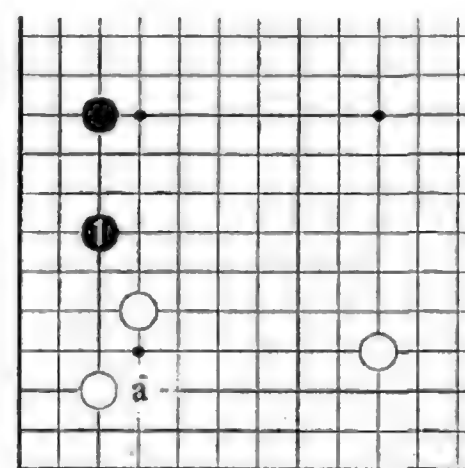


Figure 1 (1 – 36)



Dia. 1

Black 17 is a turning point in the fuseki: does one play on the left or the right of White 2? If instead Black makes an approach move at 18, then Black 1 in Dia. 1 would become a good move at the bottom left, but the follow-up at 'a' is difficult.

If Black did play 17 at 18, he would be left with three weak points at the top, at 'b', 'c' and 'd', where White could invade. My decision to play 17 was based on my instinctive feeling that if White moved out with his group on the right (16 etc.), I would be able to build influence at the top (below 9).

Black 19 is a cramped invasion. Even without this move White would want to make the 3–3 invasion, so Black is just giving him helpful encouragement. Once the 27 to 32 sequence has been played, Black would prefer to have played 19 at 22.

White 28 and 30 are the product of Black's slack play at the bottom. If Black had not already strengthened his side position with 21 to 25, White would simply play 28 at 30.

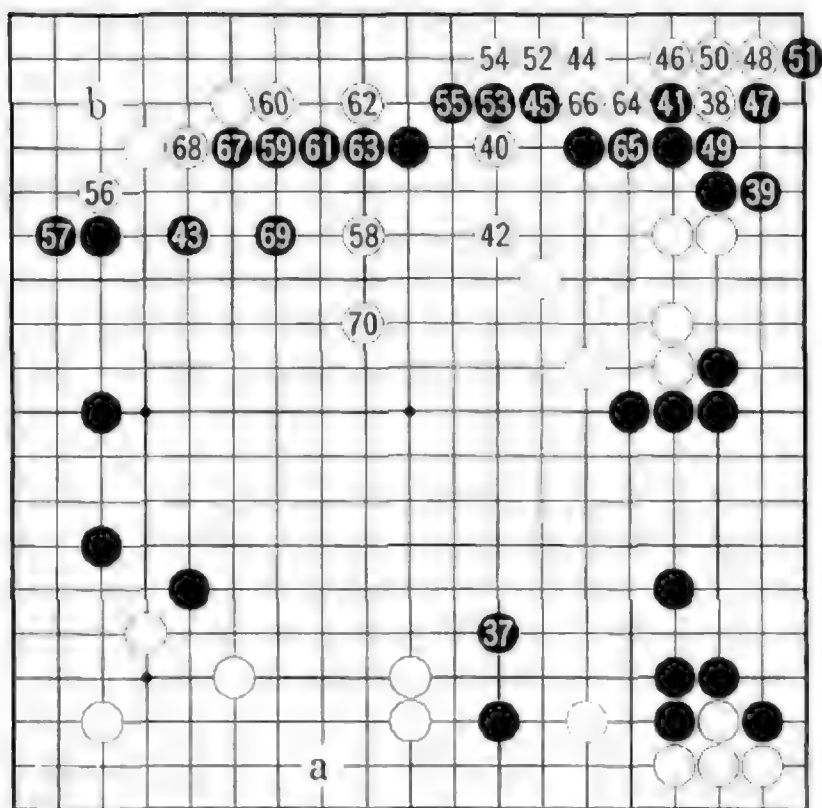


Figure 2 (37 – 70)

Figure 2 (37 – 70). Problems in timing

Black 37 is the main problem point in Black's fuseki in this game. Instead of 37 –

Dia. 2. Blocking White's path into the centre with 1 is the only move. If White 2, Black pushes down with 3 to 7. If White 2 at 'a', Black plays 'b' or 2. Letting slip the chance to execute this grand strategy was a mistake. However, Black 37 in the figure does aim at tripping White up with 'a' later.

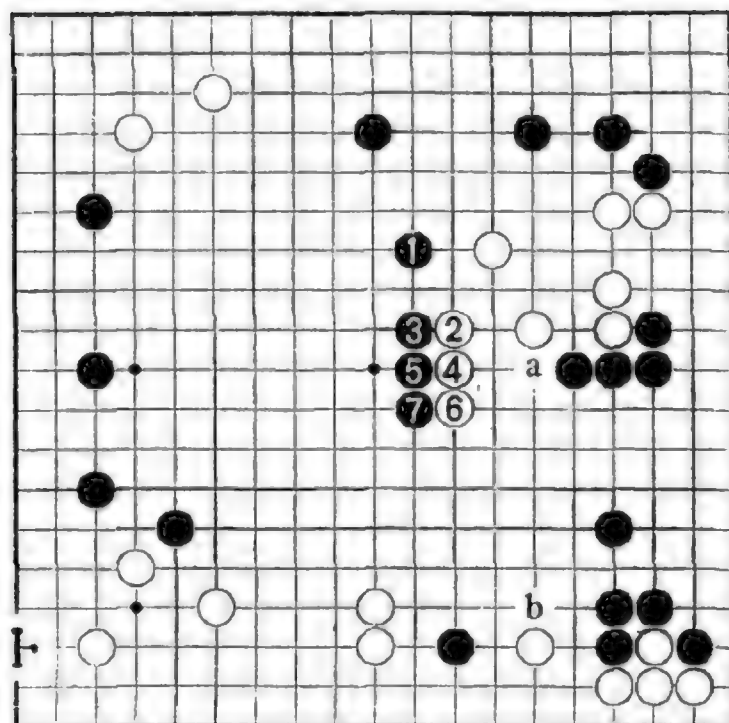
White 40 and 42 are leisurely moves. If White rushes to live with 1 etc. in *Dia. 3* instead of 40, Black takes the superb point of 8.

Black 41. If Black 1, White can aim at playing 2 to 6 in *Dia. 4*. Actually, I would have found 2 at 'a' more disagreeable.

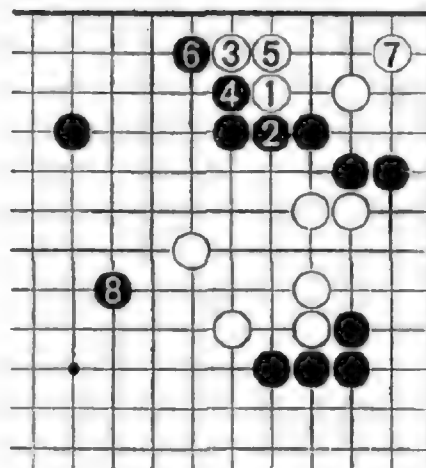
Black 45. Descending at 46 would be more solid, but if White then attacked the centre top star-point stone, Black would have no way of answering that is not submissive.

Up to 54, White lives in sente, which is big. White 58 then brings us to the most difficult part of the game. White has to eliminate the corner invasion at 'b'; he has to find a way to reinforce his group on the centre right. If you were not one of the players, this move would be a very interesting point of the game. For the player it's different: he has to make what will be a crucial move with only limited time at his disposal. Cho took a lot of trouble over 58.

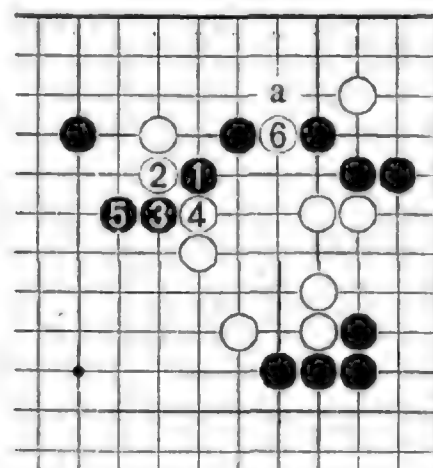
After 58, it's very difficult for both players to decide how to continue in the top right corner. For example –



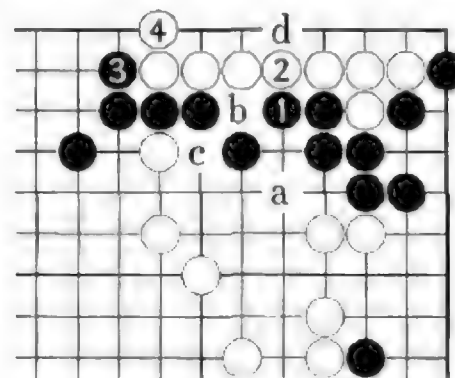
Dia. 2



Dia. 3



Dia. 4

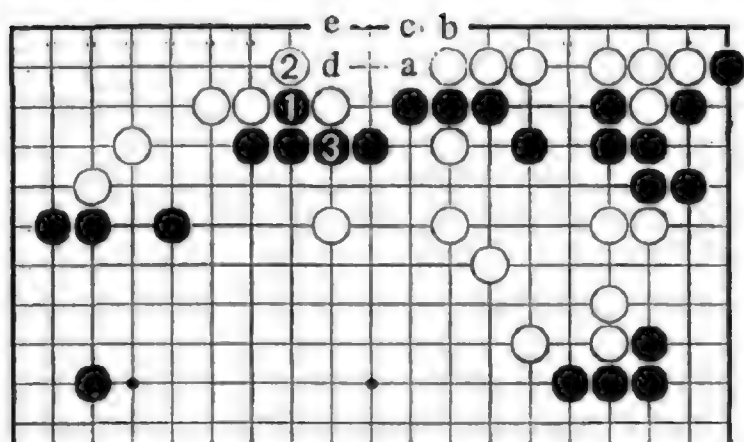


Dia. 5

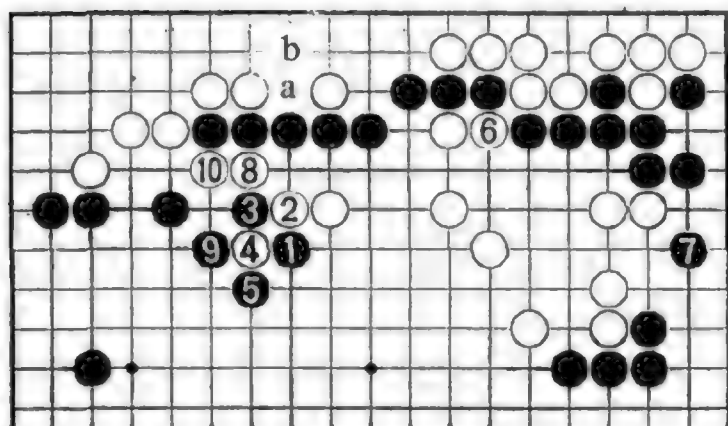
Dia. 5. Black 1 and 3 are sente, but next White 'a', threatening 'b' or 'c', is sente, so Black is dissatisfied. If Black plays 1 at 'b', White dips down at 'd' and Black 3 will not be sente. On the other hand, it is hard for White to know the best time to play 64 and 66: the timing here is difficult for both sides.

Black 63. It is hard to know whether to push through at 1 in *Dia. 6* before connecting at 3. Cho commented that after the Black 'a' – White 'b' exchange, White would be able to connect underneath with White 'c', Black 'd', White 'e'. Even so, I wanted to push through.

Black 69. I felt very tempted to press at 1 in *Dia. 7*, but after 2 to 5 White's cut with 6 to 10 creates a very difficult position. In this case,



Dia. 6



Dia. 7

the failure to make the Black 'a' — White 'b' exchange is a minus for Black.

Taking up position with 70 gives White a satisfactory game: Black is behind.

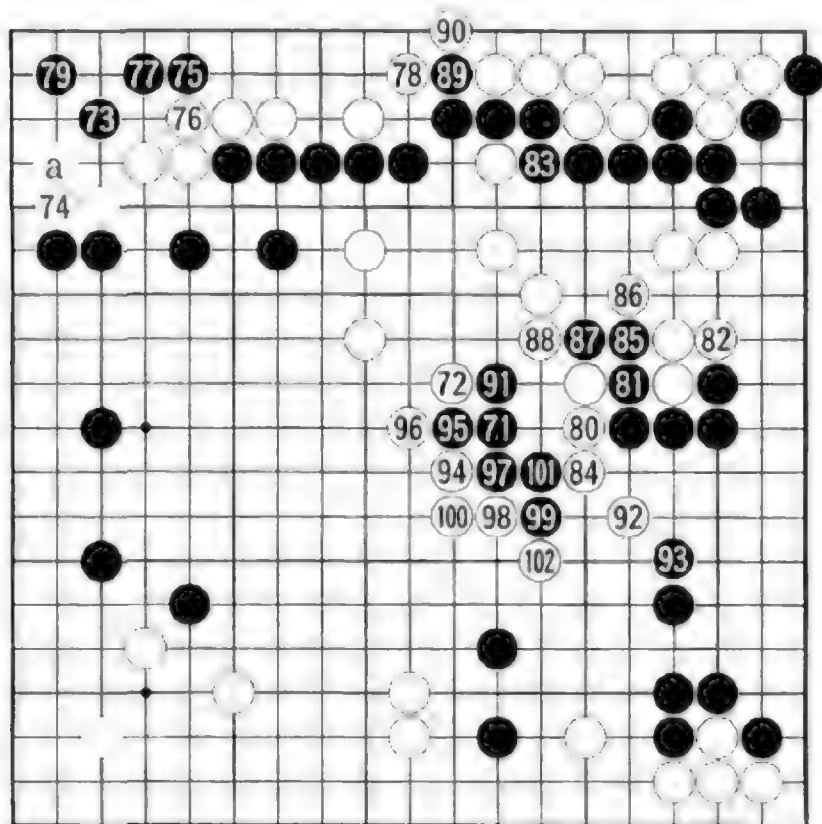


Figure 3 (71 - 102)

Figure 3 (71 - 102). Resigned to losing

Black 73. This invasion looks natural, but taking gote up to 79 is perhaps questionable. Instead of 73, jumping in at 'a' was preferable; after White 73, Black switches to 81, White 85, Black 80 on the right. Probably not even that, however, would make the game favourable for Black.

White 80 is big. I was taken by surprise by White's strong move at 84. Even so, Black's moves at 81 and 91 can only be described as unthinking: they are irrelevant. When White plays 92 and 94 and sets up the squeeze with 102, the game is lost for Black. I thought that the Meijin title match was over. I could not resign at this stage, so I played on to settle the shape.

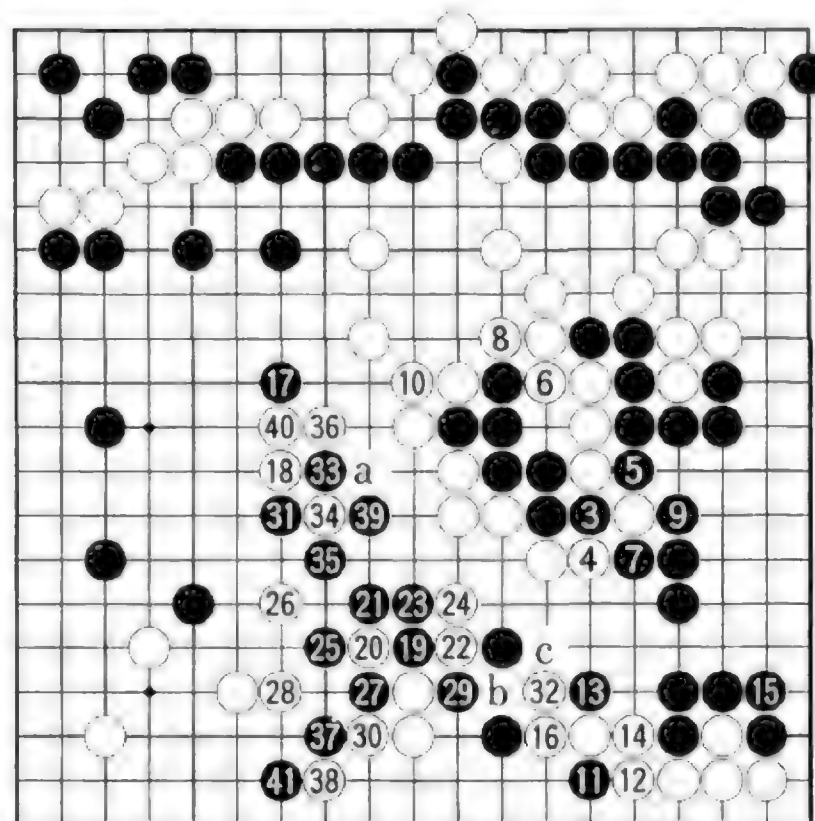


Figure 4 (103 - 141)

Figure 4 (103 - 141). A glimmer of a chance

White gets a splendid squeeze up to 8, then connects solidly at 10. Black's play from 11 on is like a game played after the result of a league has already been decided.

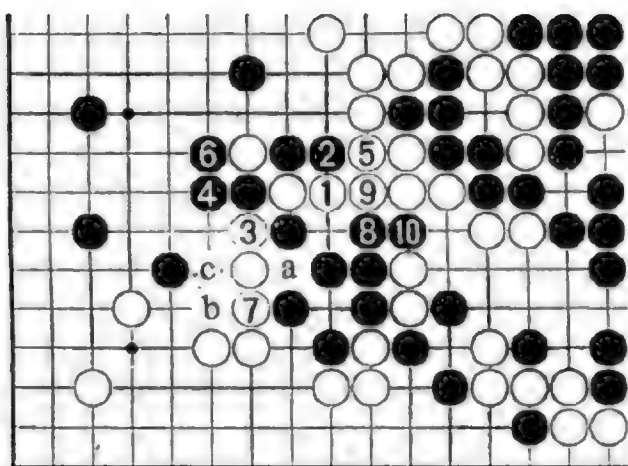
Black 19. The diagonal move at 24 is the proper move, but Black has to try to create complications. White 22 at 25 would be more solid, but Cho was probably worried about the peep at 'a'.

White 26 and 28 are the start of trouble for White. Pulling back with 26 at 'b' would be enough for White to win.

Black 31. Pulling back at 'c' would in turn be the proper move for Black, but he is aiming at the one hundred per cent move, so it is better not to settle the shape.

White 36. White would like to extend at 1 in Dia. 8 (next page), but he gets into trouble when Black plays 2. If White 3 and 5, Black captures a stone with 6, then captures two more stones with 8 and 10. If White plays 7 at 'a', then Black 7, White 'b', Black 'c', and White is hurting.

Black 37 and 41 put a crinkle in White's shape.



Dia. 8

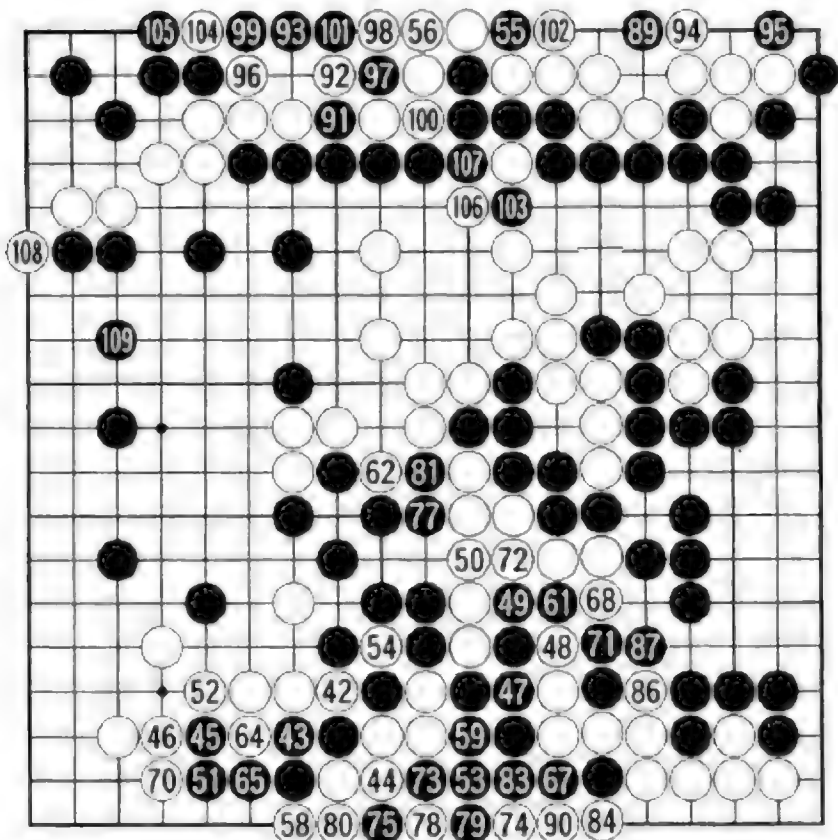


Figure 5 (142 - 209)

Ko (over 54): 57, 60, 63, 66, 69, 76;

Ko (over 78): 82, 85, 88

Figure 5 (142 - 209). *A lucky win*

White pushes in at 42 and connects at 44 because he has insurance in the shape of the ko at 54. With 42 -

Dia. 9. If White plays 1 to 5 here, he is safe on the right, but Black looks like being a nuisance in the corner after 6 to 10. After White 11, Black might play strongly with 'a' (if White cuts to the right of 10, he plays a ko), or he might thrust in at 'b' - either way, things will not be simple for White.

Black 51. Black uses the capture of this group as bait; while fighting the ko, he increases its importance up to 73.

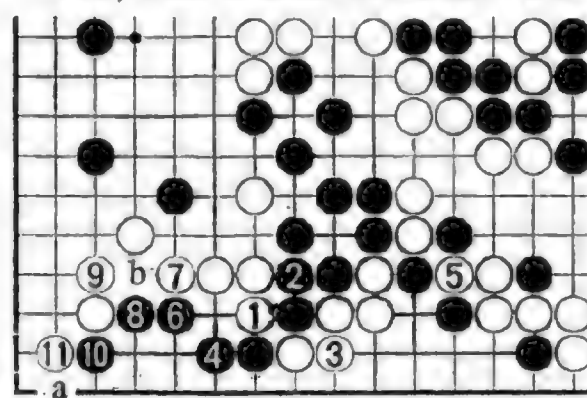
White 78 and 80 are the best policy: there is no way of avoiding this ko.

At the top, both 91 and 96 are questionable, but the result of the large trade to 109 is favourable for Black. White has to resign.

Cho's forceful squeeze in the centre looked



Well, that avoids the shut-out.



Dia. 9

like providing a dramatic close to the series, but my desperate tactics in the latter part of the game proved successful, and I was able to snatch my first win.

White resigns after Black 209.

(Time taken. White: 8 hours 59 minutes

Black: 5 hours 47 minutes)

('Kido', December 1982)

Game Five

White: Otake Hideo

Black: Cho Chikun

Played on 27, 28 October 1982 in Ito City, Shizuoka Prefecture

Commentary by Cho Chikun

Figure 1 (1 - 40). *Cho plays the Chinese style.*

Black 1, 3, 5. The first appearance of the Chinese-style fuseki in this series.

Black 15. Black could play a knight's move

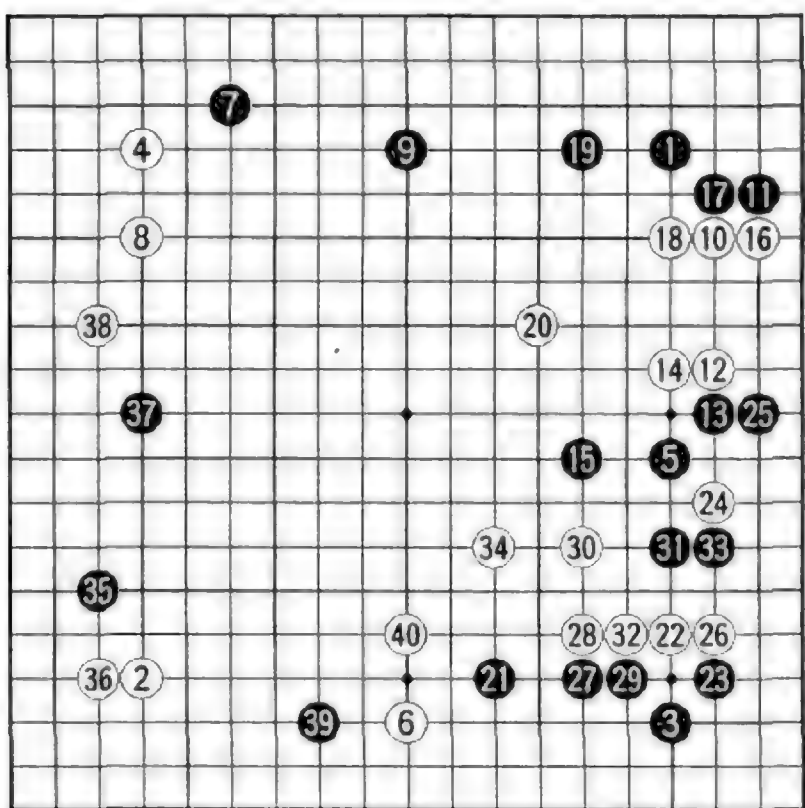


Figure 1 (1 - 40)

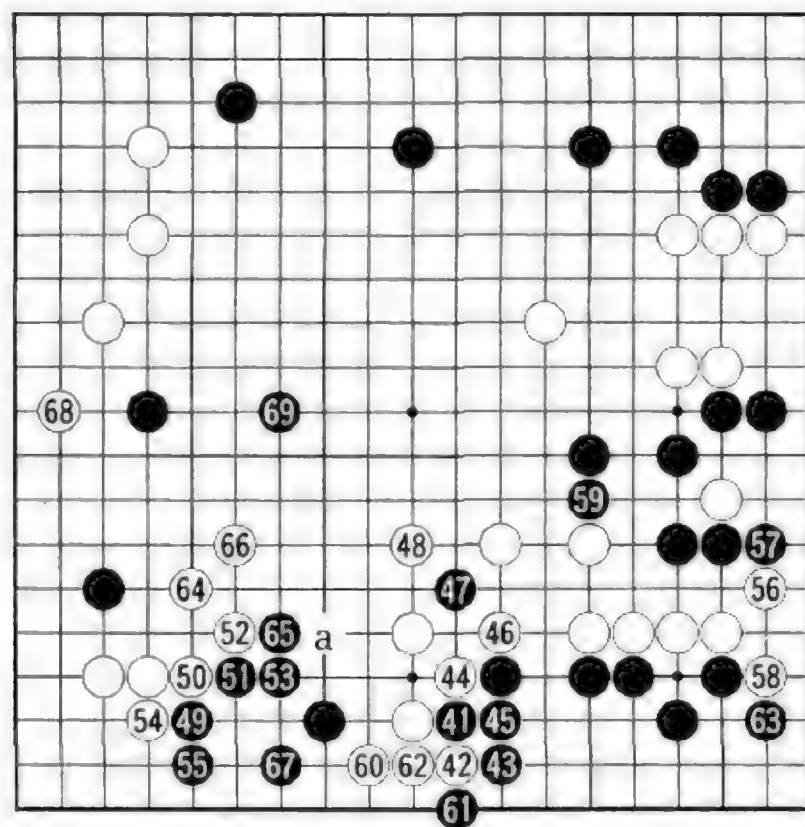
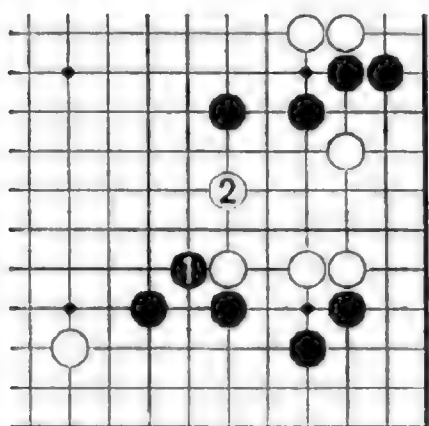


Figure 2 (41 - 69)



Dia. 1

again (at 25), but two of these would feel a little funny.

Black 21. Enclosing the corner with 22 would be too commonplace. The idea of the Chinese-style fuseki is to invite White to come in at 22 so that Black can attack him. White seems to settle himself easily with 24, but 25 weakens the white group above, so Black is satisfied.

Black 29. A quiet move, but Black is aiming at the severe follow-up at 31. If Black made a hane at 1 in Dia. 1 with 29, he would have no good continuation after White 2.

White 38 is essential.

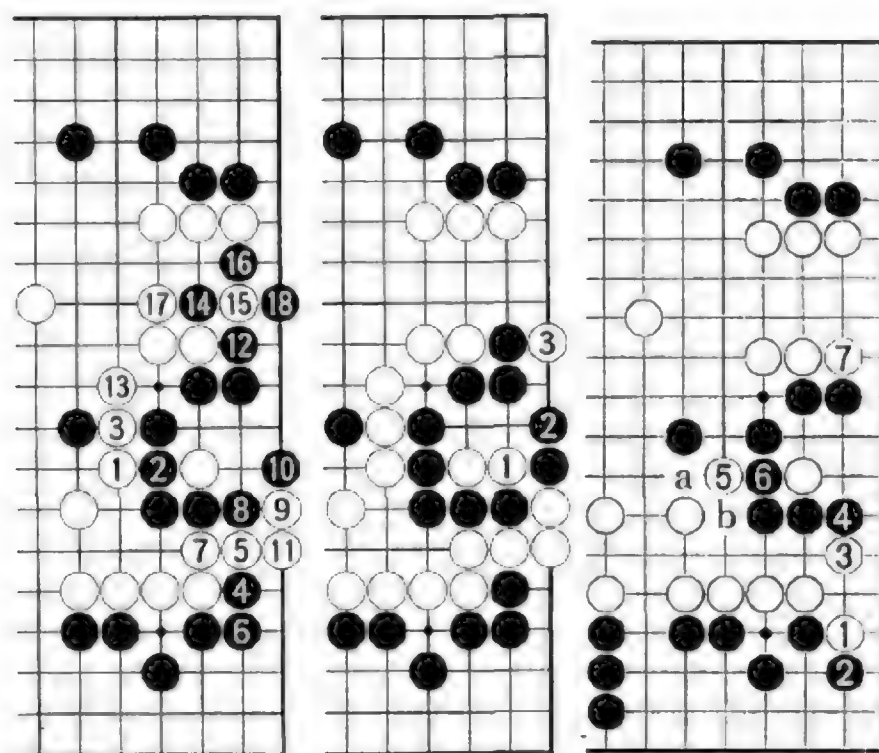
Black 39. The sealed move.

Figure 2 (41 - 69). A question of timing

Black 41. An unthinking move. Black expected White to descend at 62, but White smartly builds thickness with 42 to 46. Black should have played 41 at 49 (White 54, Black 'a' follow).

White 48. Otake: 'This move was thin. I should have connected solidly below 47.'

White 56, 58. These moves are wrongly timed. Before explaining why, let's see what happens if



Dia. 2

Dia. 3

Dia. 4

White peeps at 1 in Dia. 2.

Dia. 2. If White 1 and 3, Black will play 4 and 6, expanding his corner territory, before seeking life with 8 etc. White 13 is sente, forcing Black to play 14 etc. to live. If Black ignores 13 —

Dia. 3. White reduces him to one eye.

Instead of 56, White should follow Dia. 4.

Dia. 4. If White hanes at 1 first, Black will most likely answer at 2. White can then attack with 3 to 7. This way Black comes under a lot of pressure. If Black plays 2 at 'a', White plays 'b', forcing Black 5; White then has the aji of a hane at 4. Because White played 56 in the figure first, Black was able to get a living shape with 59.

White 68. The black group here is Black's only weak position. White hopes to be able to use his thickness to attack it.

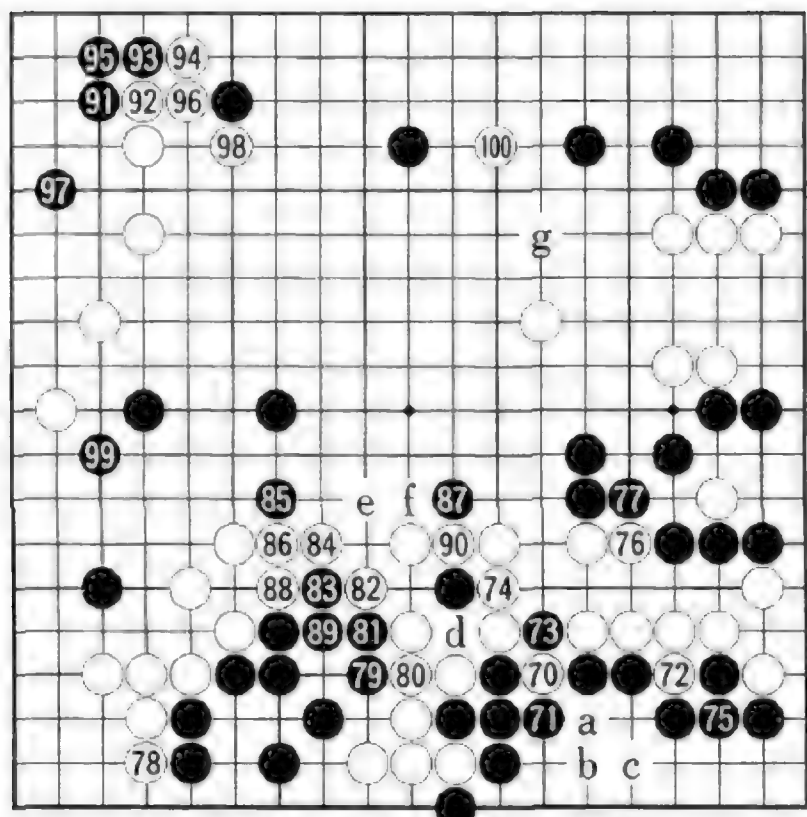


Figure 3 (70 - 100)

Figure 3 (70 - 100). *Otake falls behind.*

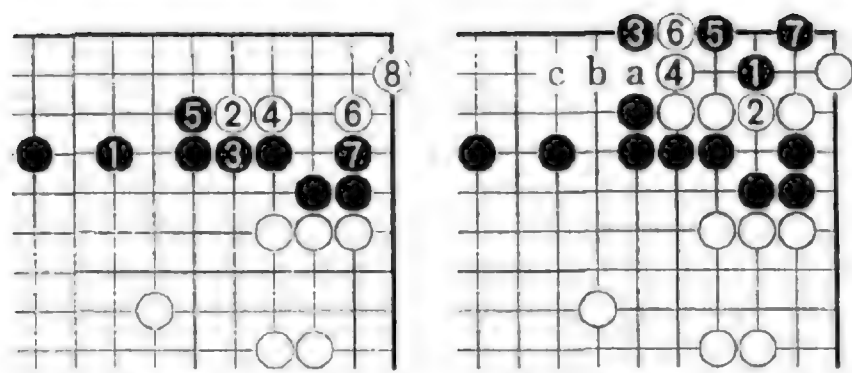
White 70 is a mistake. If White solidified his top left corner by defending at 93, the game would be favourable for him. The aim of 70 is to reinforce the white group in sente, but the timing is wrong. If White played 72 first, then after Black 75, White 70, Black 71, White 73, Black would tenuki, but then White would be left with the cut at 'a'. (Black would answer at 'b', sacrificing the two stones.)

White 72. White really has no choice but to connect at 73. (According to Sakata, Black 73 causes White a loss of about five points.) Presumably Otake was reluctant to play 73, as Black would then have answered White 72 at 'c'. White's only gain in the exchange here is to dissolve the aji of Black 'd'.

White 78. White 93 is still preferable. Black may seem to get a cramped life up to 83, but he gets two stylish peeps at 85 and 87. It would be nice if Black 'e' were also sente, but at this stage White would counterattack with 'f'.

Black 91 is big. (Sakata, who gave a public commentary on the game, professed to be astonished at Black's 'impudence'. His comment: 'Black invades at 91, then tries to escape with the other group with 99. Cho doesn't want to give his opponent any territory — how many points does he want to win by?' Sakata maintained that the proper move was Black 'g' at the top. Compare this to Cho's comment below.)

Black 99 is a turning point. Black 1 in Dia. 5 would be more solid *if* it secured all the terri-

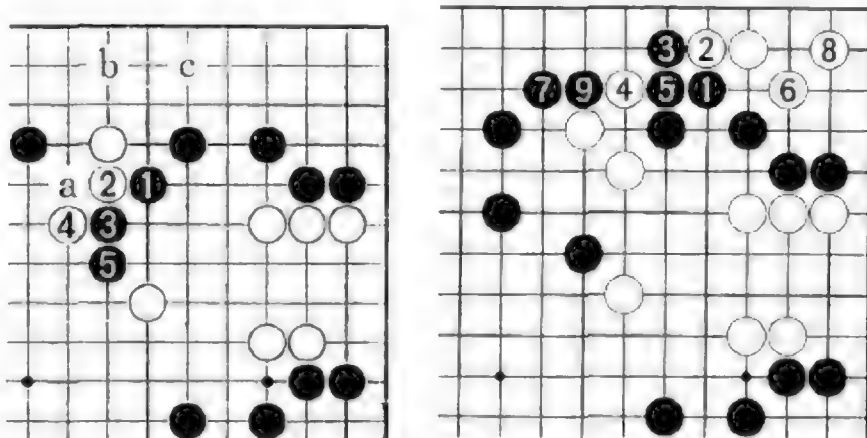


Dia. 5

Dia. 6

tory at the top, but I was worried about what to do if White peeped at 2. In the after-game analysis we worked out the sequence to 8, which looks good for White. However, some days later Otake pointed out that Black could kill White with 1 and 3 in Dia. 6. Black 3 is a clever move: if Black 'a' instead, White lives with 7. (If White 4 at 7, Black plays 5.) Even so, there is bad aji with White 'a', Black 'b', White 'c' after 7, so one cannot definitely say that this is good for Black. I thought that it would be easier to win by letting White invade at 100, then trying to set up a double attack on the invader and the white group on the right.

There are two ways of losing a favourable game. One is by making an overplay, the other is by being over-cautious. Nothing feels so bad afterwards as having a lead upset through playing too timidly. Whenever I reach this kind of turning point in a game, I prefer to play positively. This is something that experience has taught me.



Dia. 7

Dia. 8

Figure 4 (101 - 141). *Cho falls behind.*

Black 1 is slack. Better is Black 1 in Dia. 7. If White 2 and 4, Black 5 is a good extension, while cutting at 'a' would also be good. If one assumes that either result would be bad for White, he might choose to play 2 at 'b', but then Black would be happy to defend at 'c'.

White 4 is a fighting move. If 4 at 7, Black 'a' would simplify the position.

Black 5 falls for White's strategy: letting White play on the outside with 6 and 8 is bad. Instead of 5, Black should play the simple move

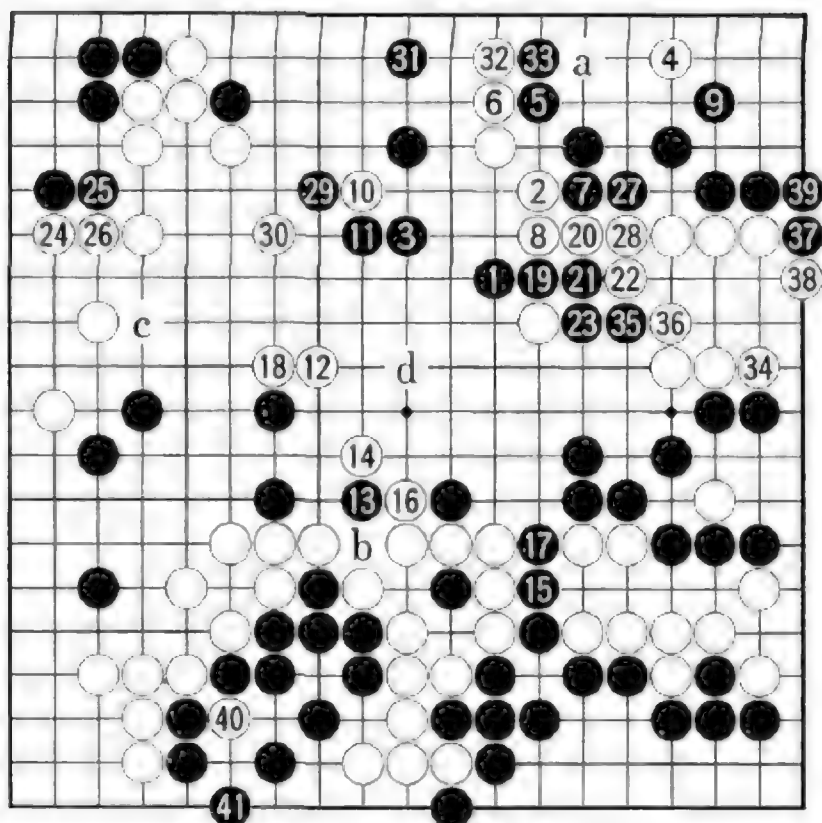
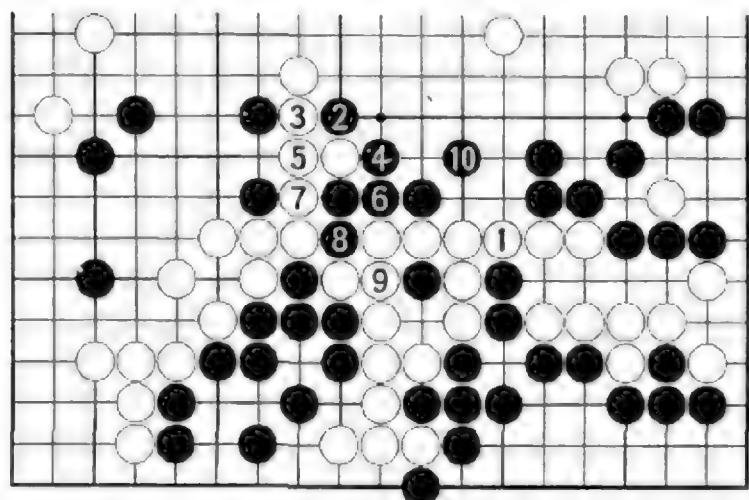


Figure 4 (101 - 141)



Dia. 9

of 1 in Dia. 8. White can live with 2 to 8, but the result to 9, with Black still having a chance of attacking White on the right side, would be satisfactory.

White 12. This shoulder-hit initiates a splitting attack on the black groups at the top and on the left. One of them is doomed to die. White has upset Black's lead.

Black 13 seeks to create complications, but 14 is a natural counterattack.

Black 15 aims at the cut at 'b'. If White connects at 1 in Dia. 9, Black will attach at 2. If White keeps trying to capture the black group to the left, his own group on the right will be captured.

A trade follows with 16 to 18, but now White is winning.

Black 19 etc. save the group at the top, but the group on the left is bigger. Black should therefore make an attempt to save it by attaching at 'c', though his prospects of succeeding would be far from good.

Black 37 should be at 'd'.

White 40 is not very meaningful.

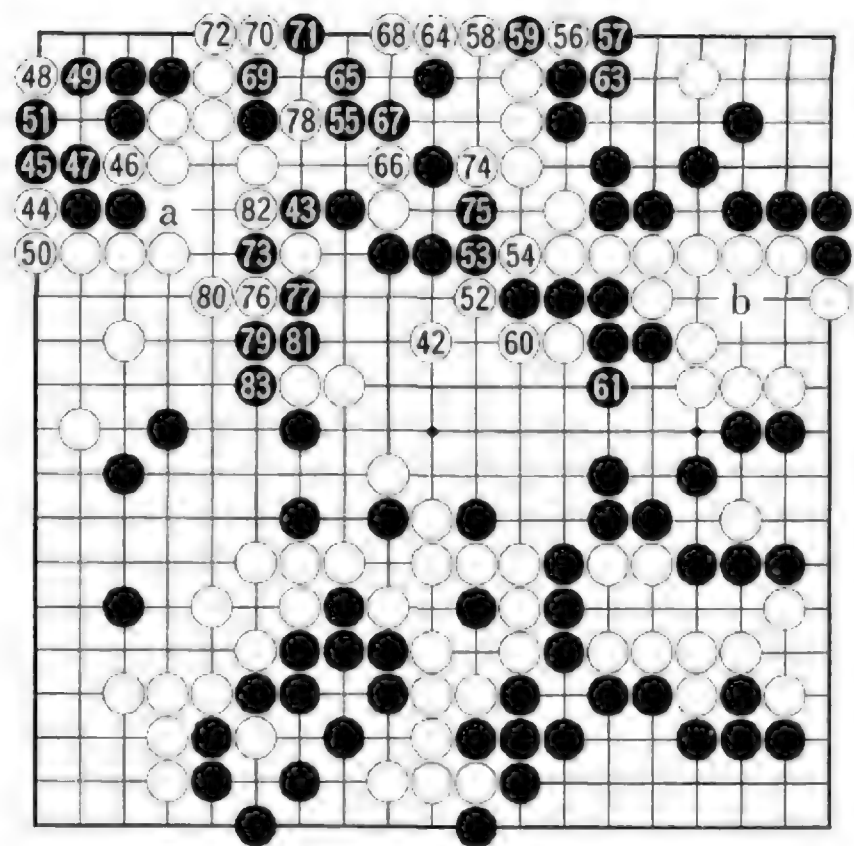
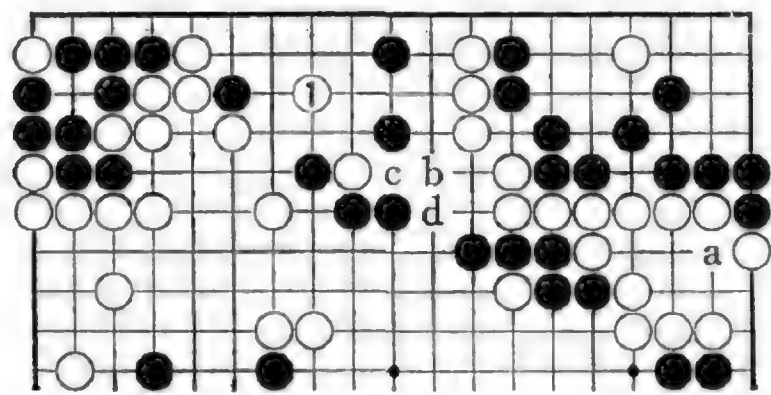


Figure 5 (142 - 183)

62: ko



Dia. 10

Figure 5 (142 - 183). The final upset

White 42 is the harbinger of yet another upset. White should play 44 to 51, then switch to 1 in Dia. 10. This way he would have a sure win. White's group may seem to have only one eye after Black 'a', but he gets a second one with White 'b', Black 'c', White 'd'.

White 52 and 54 are probably the losing moves. Otake seems to have hallucinated that this cut was sente against the five black stones on the outside (to the right of 52). Otake's reluctance to give atari at 'a' also backfired — these two mistakes were fatal. The comparison with Dia. 10 makes it clear that cutting with 52 and 54 causes White to lose his reserve eye here.

Black 55. A big move in any circumstances, but here also sente against the white group. White cannot bear to answer submissively at 'b', so he tries to set up a semeai by attacking Black's eye-shape with 56 etc.

Black 73. It now becomes apparent why White had to play the atari at 'a' earlier on. If White plays 74 at 1 in Dia. 11 (see page 58), Black

Continued on page 58

30th Oza Title

The Oza title is last in importance of the seven major titles and is the only one that has a best-of-three format. Games are played in one day, with each player having a time allotment of six hours.

The 1982 title match was a rematch of the previous year's players. In that match Hashimoto Shoji of the Kansai Ki-in took the title from Kato Masao of the Nihon Ki-in two games to one. In 1982 Hashimoto had a good year until the summer, when he entered a slump that took him out of contention for most of the other titles. As the only Kansai Ki-in player currently holding a title, he was no doubt eager to break out of his slump and maintain his foothold at the peak of the go world.

Kato has had his ups and downs for the past few years since he was at the top of the professional go world, but he still had the Tengen title. In addition to wanting to get revenge for his loss of the Oza title the previous year, Kato had the added motivation of wanting to get back on the championship track.

Game One

White: Kato Masao Tengen

Black: Hashimoto Shoji Oza

Komi: 5½

Played 21 October 1982 at Arima Hot Spring, near Kobe, in Hyogo Prefecture

Figure 1 (1 – 51)

Black 15 – White 20. This pattern is frequently played when Black answers the approach at 14 with the kosumi at 15.

White 22. Kato said he should have jumped to 'a' instead.

White 26. Attaching here to get sabaki is probably the only move.

Black 27. Although the variations are numerous and complicated, answering directly at either 31 or 28 does not work out well for Black. Hashi-

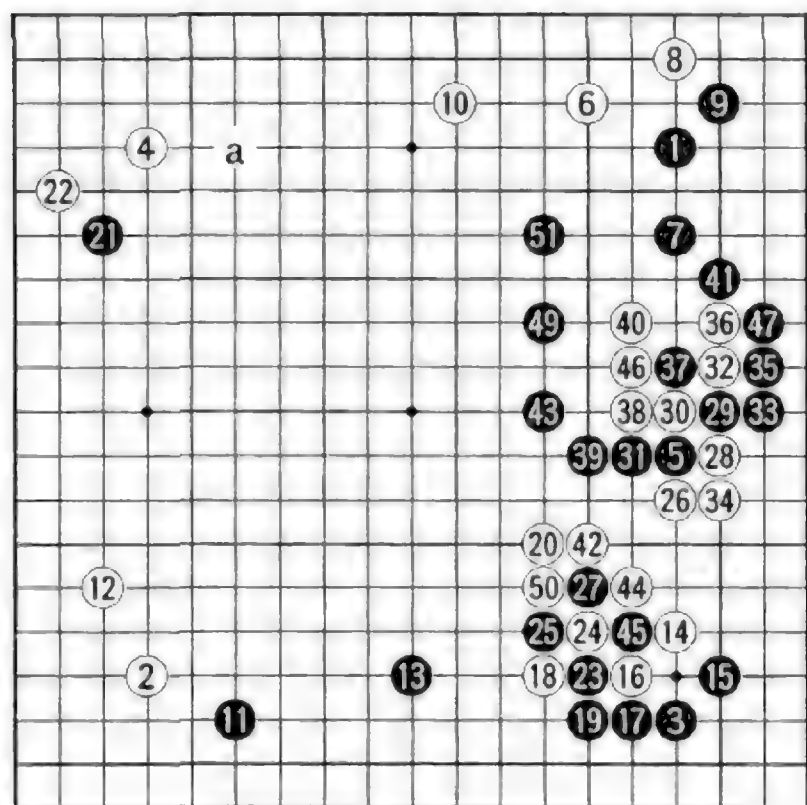
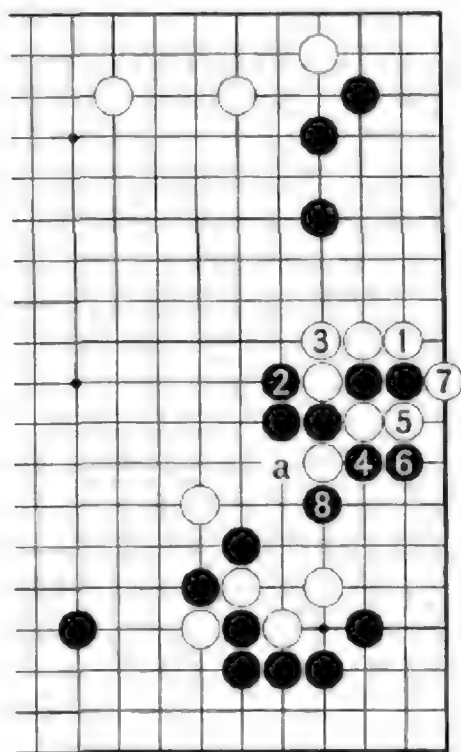
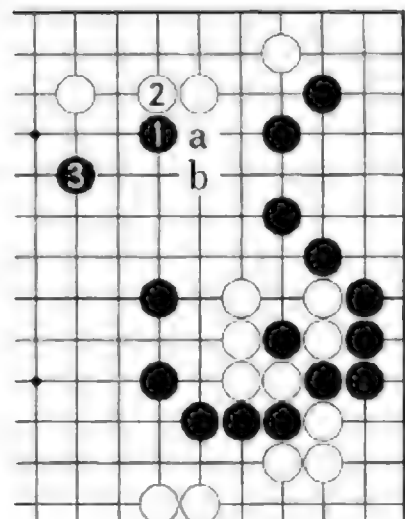


Figure 1 (1 – 51)
48: takes ko



Dia. 1



Dia. 2

moto spent just over an hour considering the possibilities before deciding on the atari at 27.

White 34. If White captures two stones with 1 in Dia. 1, Black gets too large a territory at the bottom right. Note that the white stone is captured by a series of ataris if it tries to escape with 'a'.

White 40. White regrets not having played the one-space jump at 'a' since it would now act as a ladder-block. This would mean that he could dispense with 40 and block at 47. As it is in the game, Black 35 to 41 are severe.

White 42. The vital point in this position.

Black 51. Even though this move firmly captures the white group and is very large, it was criticized as being too mild in a komi game. The general opinion was that the sequence in Dia. 2 or Black 'a' – White 1 – Black 'b' would have been more efficient.

Black 51 concludes the fighting on the right side. White needs to get compensation on the left.

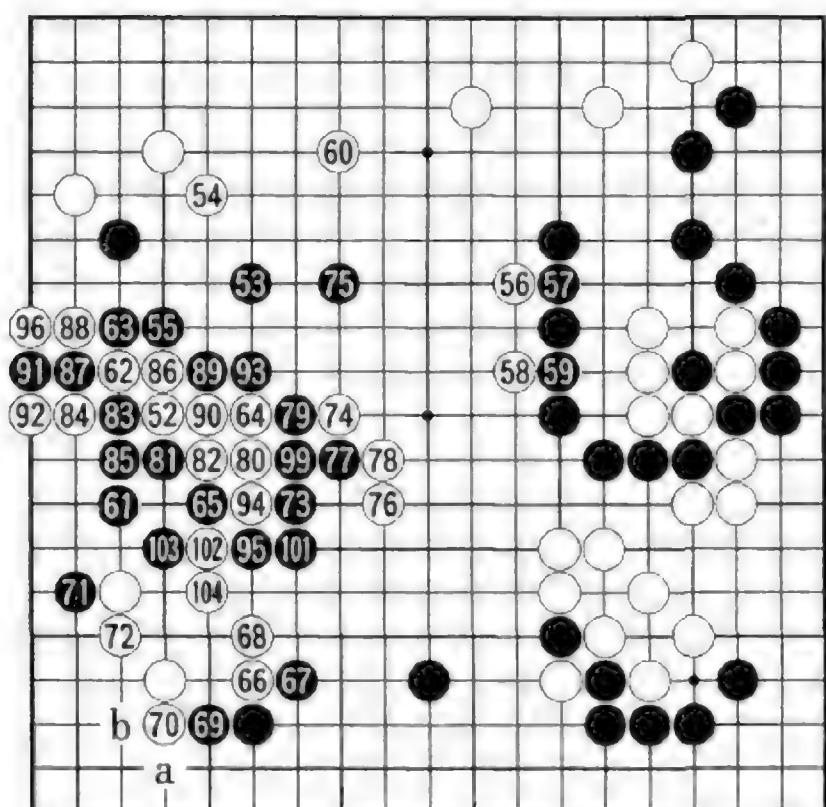


Figure 2 (52 - 104)
97 at 87; 98 at 91; 100: connects (at 87)

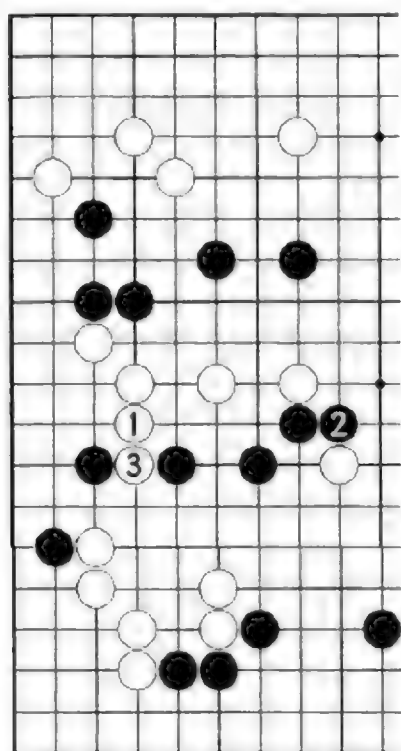
Figure 2 (52 - 104)

Black 61. Kato was grateful, as invading here was reckless. He thought sliding in at 'a' and jumping out to 68 after White 'b' was good enough for Black.

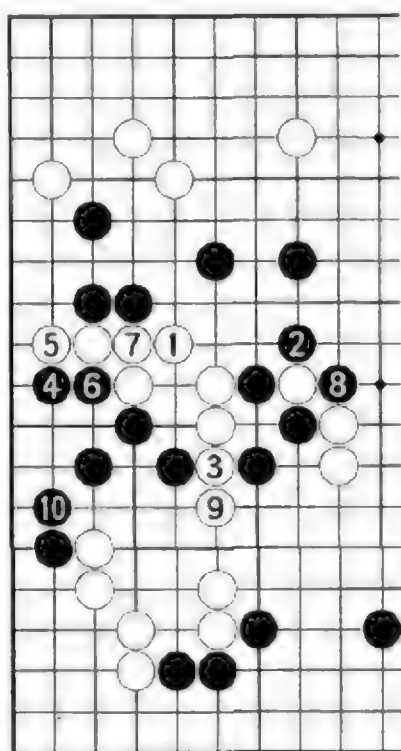
White 78. White's answer to Black's counterattack at 77 is too hasty. Instead of blocking from the outside, he should peep at 1 in Dia. 3. Black cannot afford to answer directly, so White can take territory with 3 for a reasonable result.

Black 81. An excellent move by Hashimoto that left his fellow professionals wondering in admiration when he had read it out. This is the vital point for taking care of the black stones and aims at reducing White's liberties.

White 82. This mistake could easily have cost



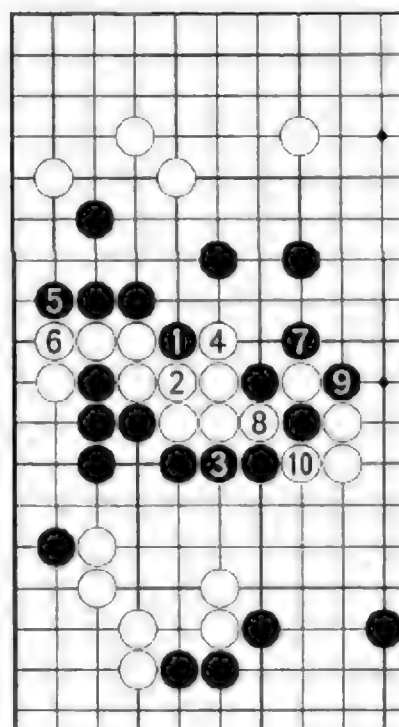
Dia. 3



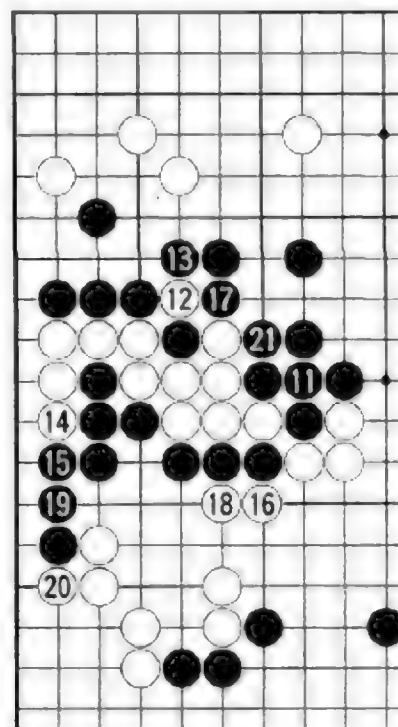
Dia. 4

Kato the game. White must be more patient and follow the sequence in Dia. 4.

Black 87. Hashimoto misses his chance. Although the sequence in Dias. 5 and 6 is long, the combination of 1 and 3 leads to a ko favourable to Black (Black captures first). Missing this hane loses the game for Black.



Dia. 5



Dia. 6

Figure 3 (105 - 159)

Black 13 - White 18. Black 13 aims at putting Black 9 into action. White plays thickly as he can afford to let Black devastate the top.

White 26. Playing Black 'a' before White has a chance to play 26 is not as large as it seems. The reason is that the black position still has a lot of bad aji when White attaches at 'b'.

White 52. White's lead is safe.

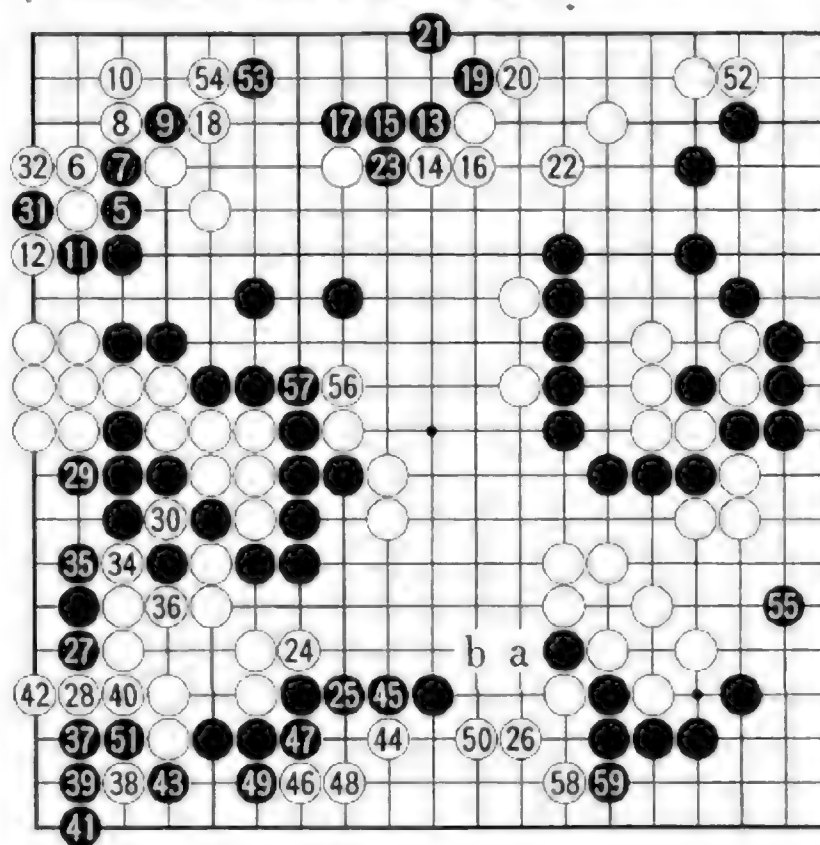


Figure 3 (105 - 159)
33: takes ko

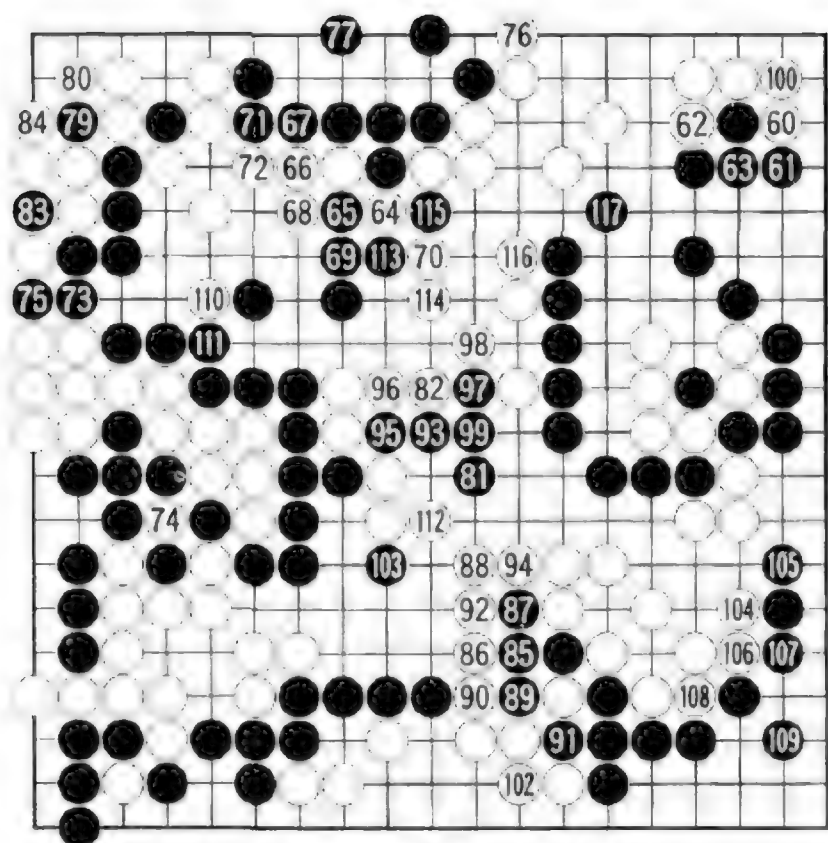


Figure 4 (160 – 217)

78: connects (right of 74); 101: connects (above 91)

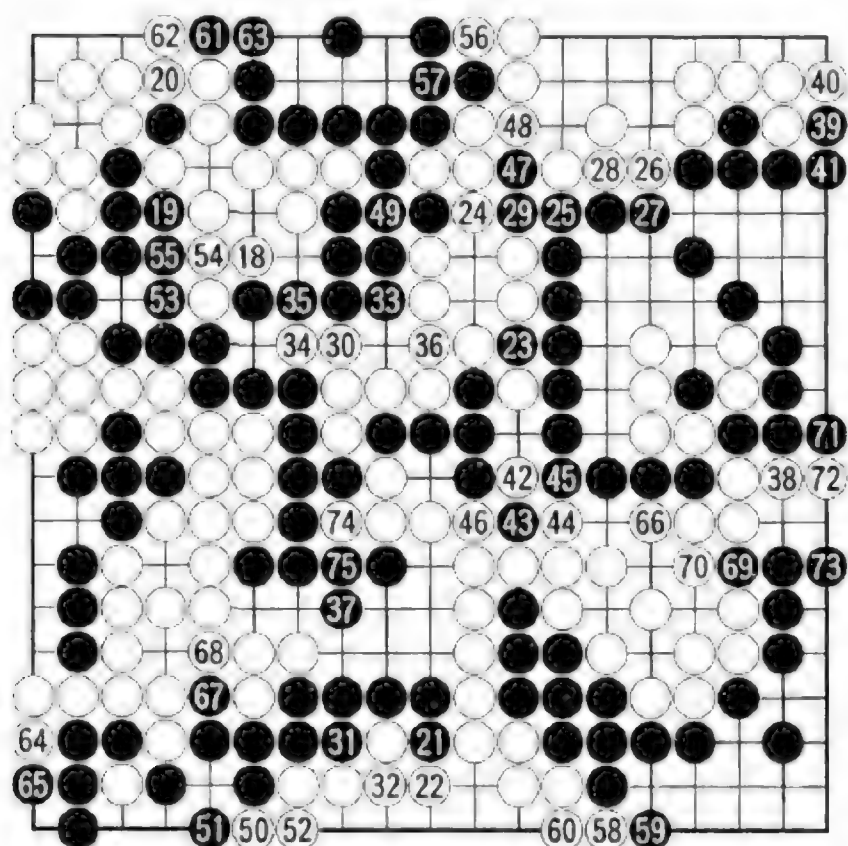


Figure 5 (218 – 275)
White wins the final ko.

Figure 4 (160 – 217), Figure 5 (218 – 275)
White wins by $7\frac{1}{2}$ points.
(‘Kido’, December 1982)

Game Two

White: Hashimoto

Black: Kato

Played 11 November 1982 in Tokyo

Commentary by Kudo Norio 9-dan

Figure 1 (1 – 41)

Black 19. The connection is unusual: this may be the first time it has appeared in a title

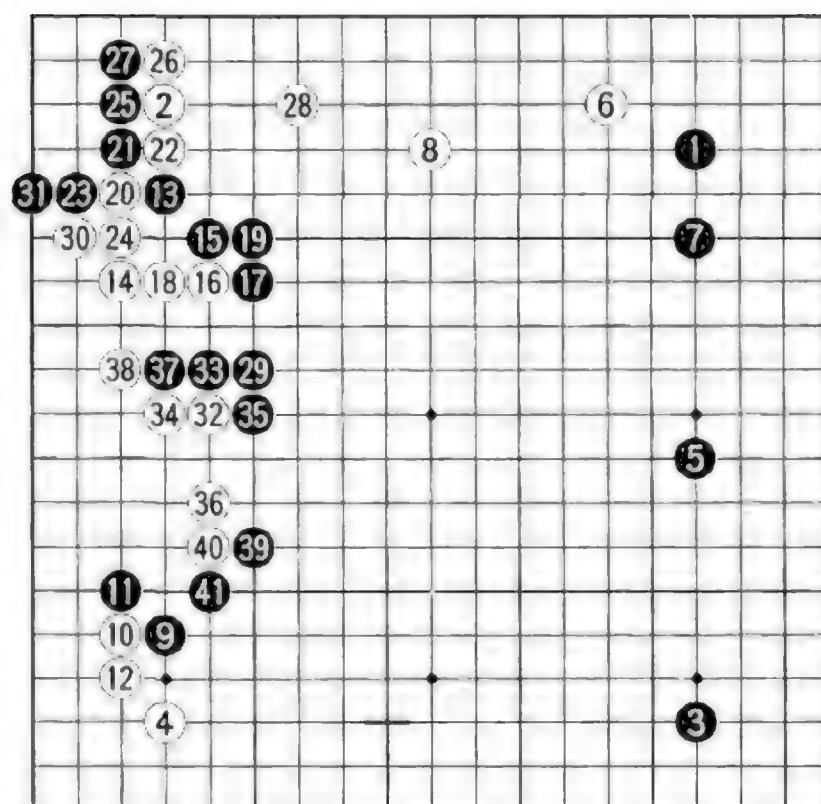


Figure 1 (1 – 41)

match. If Black follows the joseki at 1 in Dia. 1, the cut at 2 is severe, as the marked white stone comes into play in the sequence to 6. Black 19 aims at playing in at 21.

Black 29. The situation becomes very tense since Black is not yet completely alive in the corner. Even after the descent at 31, White can get the ko in Dia. 2.

White 32. White takes the strongest course of action, which is to hold the ko in reserve. If he starts it immediately, Black gets adequate compensation with 6 and 8 in Dia. 2. Black, however, does not let up in the moves that follow.

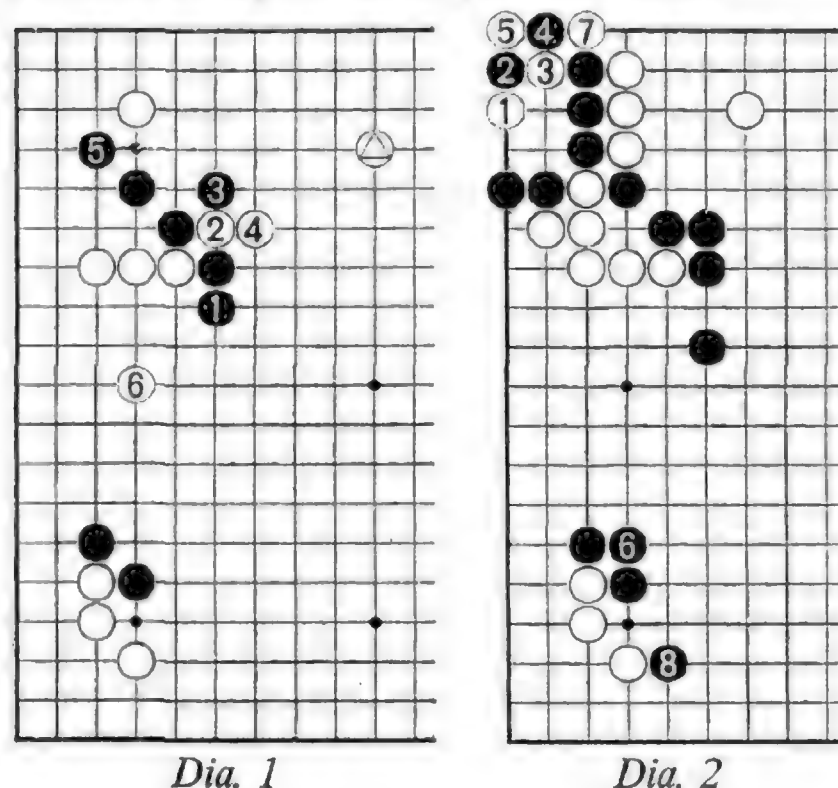


Figure 2 (42 – 80)

White 42. The climax of the struggle in the last figure is this cut. If White pushes out and hanes with 1 and 3 in Dia. 3, Black captures six

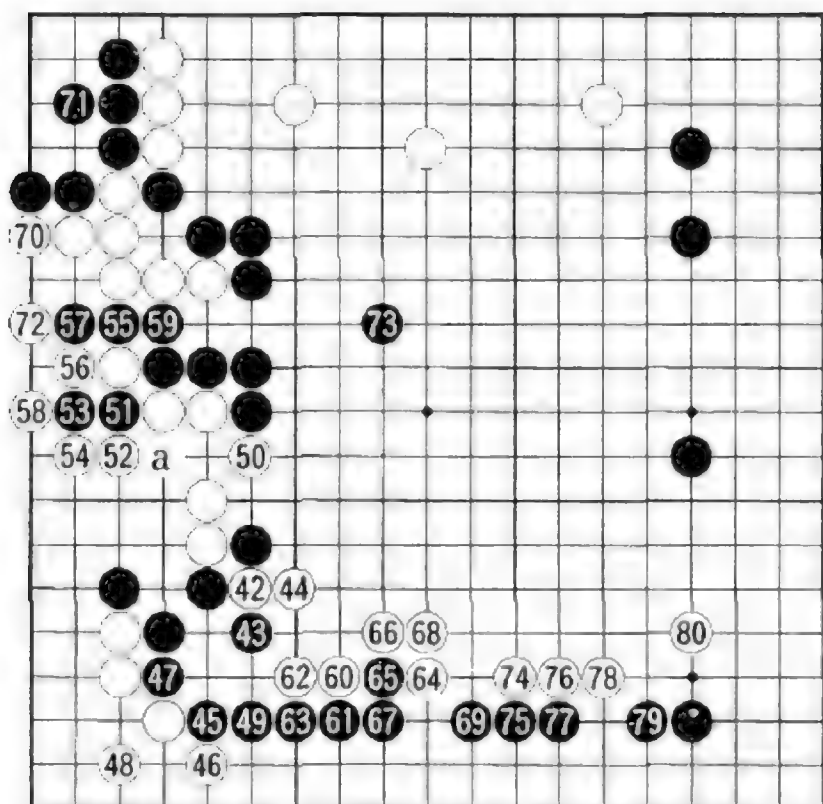
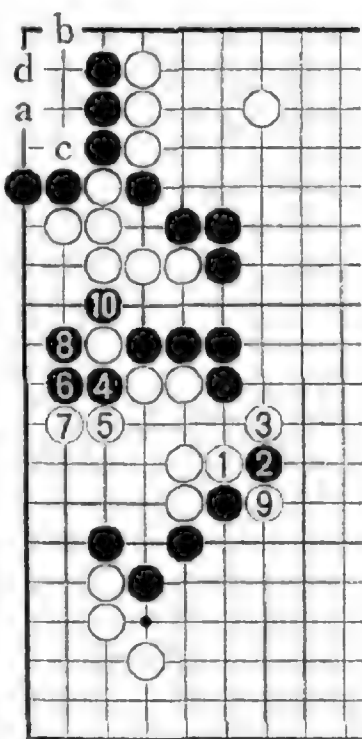


Figure 2 (42 - 80)

stones in the sequence to 10. The sequence White 'a'—Black 'b'—White 'c'—Black 'd' in the corner comes to nothing.

Black 51 — Black 59. The sequence is forced. If White switches 54 to 56, Black 54 finishes him off. If Black switches 55 to 56, White can connect at 55, since the black cut at 'a' no longer works (in Dia. 3 the outside liberties are different).



Dia. 3

White 80. The fighting that began in Figure 1 finally comes to a pause. Black has used the attack to repair the upper left corner, but at the cost of letting White become very strong on the outside. Moreover, he has an unstable group in the center to look after.

Figure 3 (81 - 114)

Black 81. This invasion smacks of being an emergency measure since it can only weaken Black's center group even more.

Black 91, Black 93. Attaching and drawing back is painful but necessary. With 92 and 94, White destroys the corner, making Black's invasion territorially unprofitable.

Black 99. Kato stakes the game on separating White into two groups. The professionals following the game immediately put their heads together

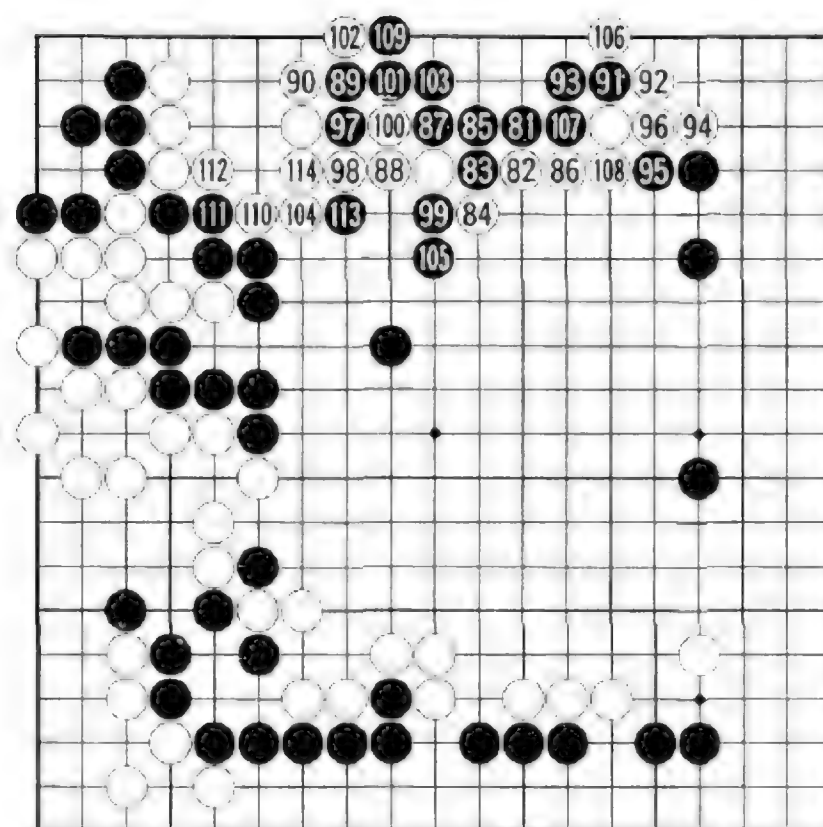
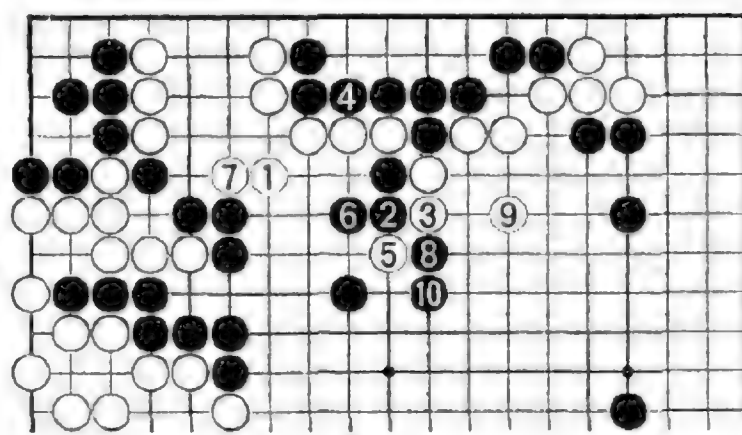
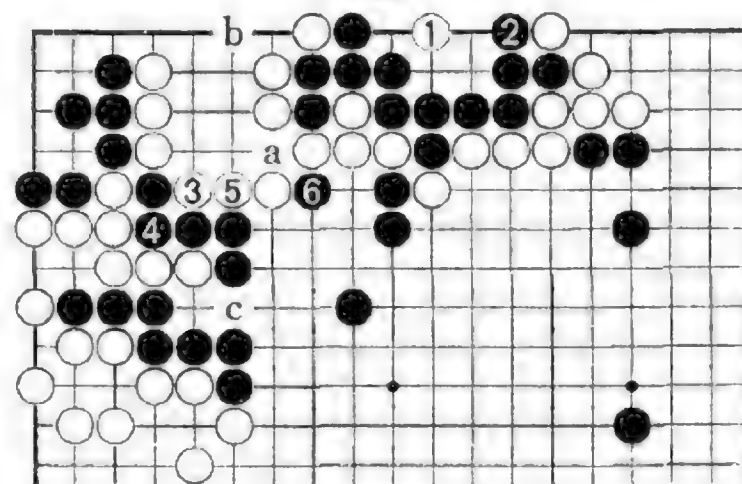


Figure 3 (81 - 114)

to work out the complicated variations, but could not arrive at a conclusion. Kudo gave the variation in Dia. 4, in which both sides live, as the most peaceful one. His opinion was that it was probably not bad for White.



Dia. 4



Dia. 5

White 100. White accepts the challenge to an unpredictable fight.

White 110. A doubtful move. According to Kudo, White should make the placement at 1 in Dia. 5 to start a semeai. If Black increases his liberties with 2, White plays 3 and 5. Even though Black can take his eyes with Black 6 — White 'a' — Black 'b', White can set up a squeeze with 'c'.

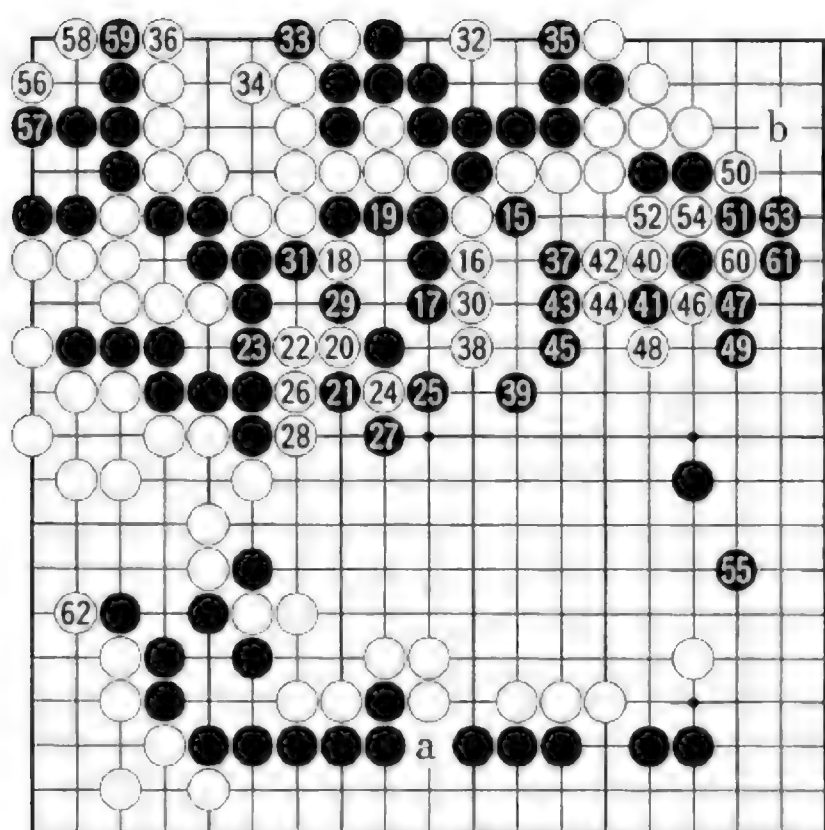
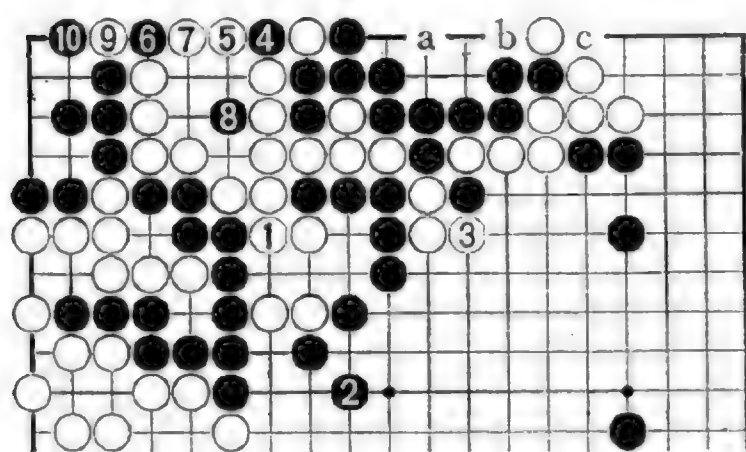


Figure 4 (115 - 162)

Figure 4 (115 - 162)

Black 23 - White 24. Black must play in at 29. The connection at 23 provides White with an opportunity if he only connects at 1 in Dia. 6. After Black 2, which is absolutely necessary, the question is what happens when Black turns the top into a semeai with 4. After the sequence to 10, White takes Black's eyes with 'a' and then connects at 'c' after Black 'b'. When the liberties are filled in, the result is a ko. White has a ko threat at 'a' in the figure; if a trade takes place, White will have the better of it. White 24 as played, however, gives Black a valuable pon-nuki and is probably the losing move.



Dia. 6

Black 39. Black effectively captures the four white stones and takes a commanding lead. If White attaches at 43, Black extends to 42, then jumps into the corner at 'b'.

Figure 5 (163 - 215)

Black 67. The game is decided when Black takes aim at the white group at the bottom.

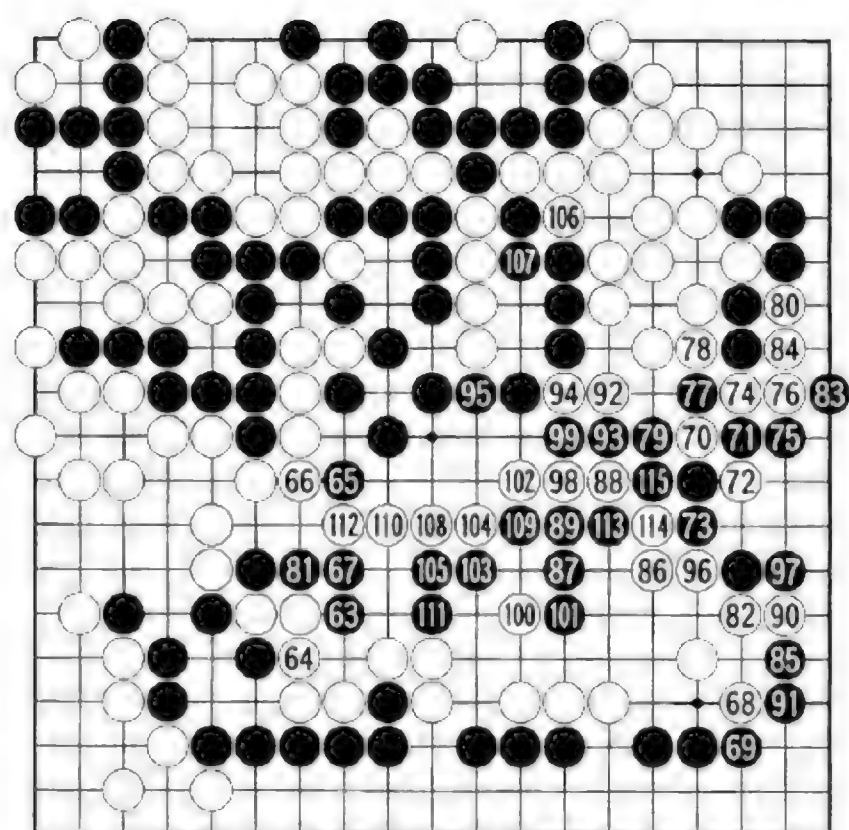


Figure 5 (163 - 215)

White 70. White desperately tries to even up the territorial balance by letting his group at the bottom fend for itself, but Black's strength in the center is too great. It is only a matter of time before Black runs it down and kills it.

White resigns after Black 215.

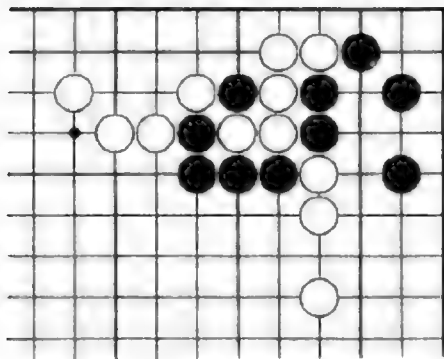
('Igo Club', January 1983. Games 1 and 2 translated by David Thayer.)



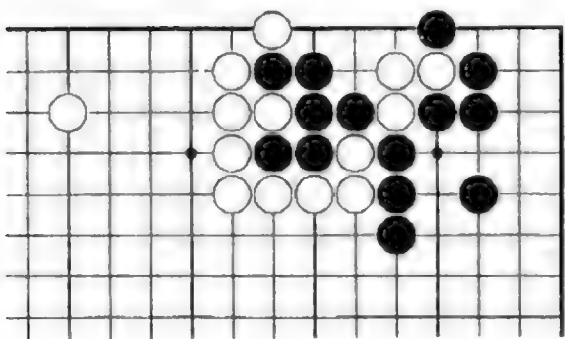
Kato wrests the Gosei title from Hashimoto Shoji's grasp and increases his swag of titles to two (though he was not to keep the Tengen for much longer). Two concurrent titles would make most professionals ecstatic, but Kato was probably still unsatisfied, considering that he held four (Honinbo, Judan, Tengen and Oza) in 1979.

Good and Bad Style

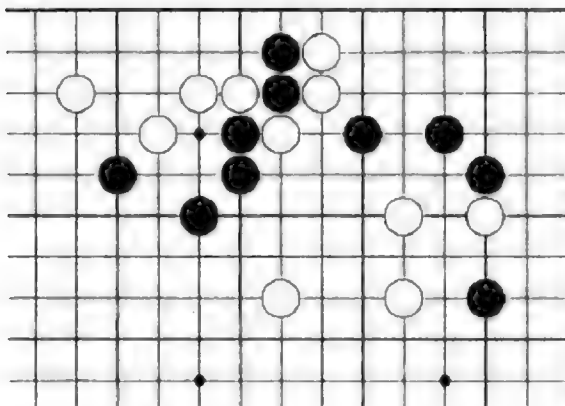
Black to play



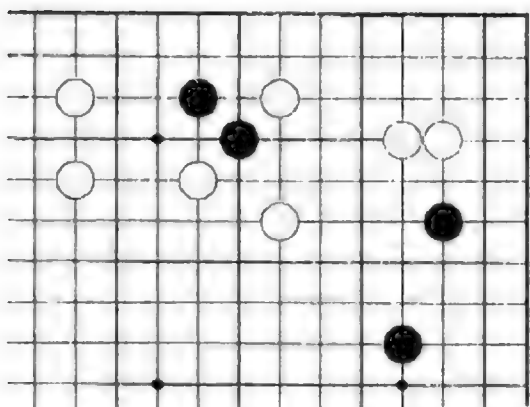
106



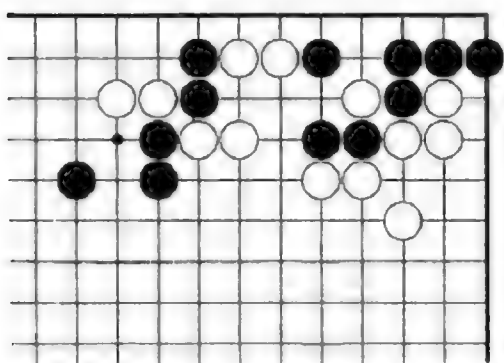
107



108

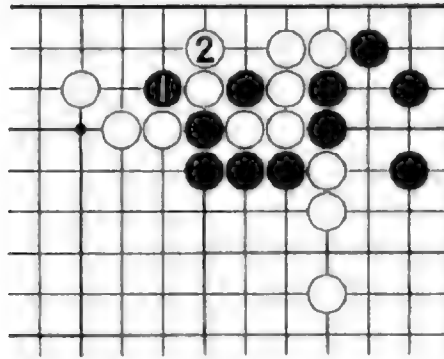


109

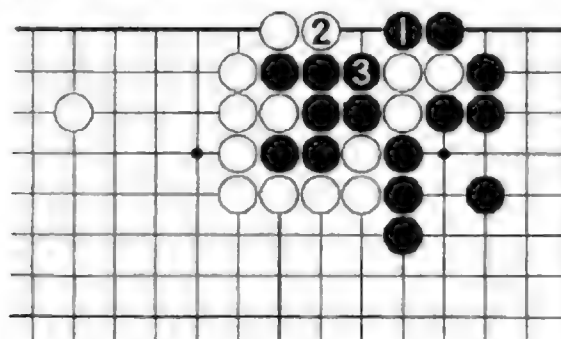


110

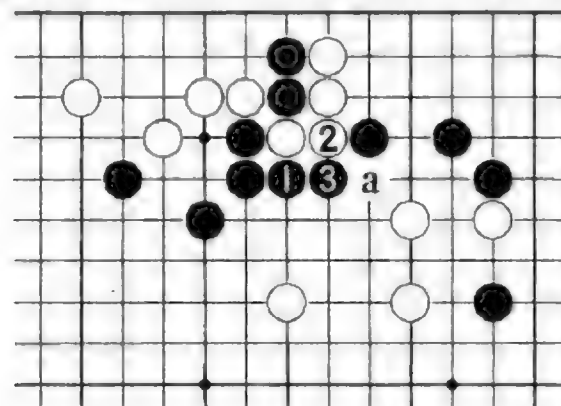
Vulgar Style



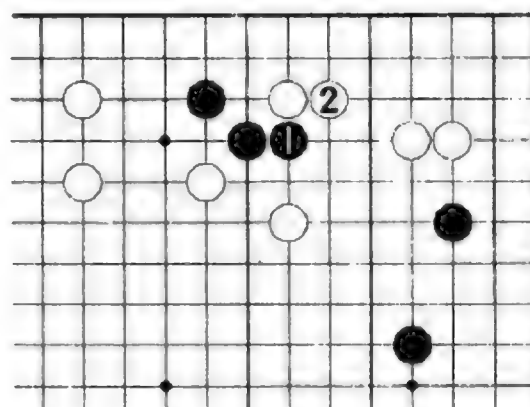
Cutting at 1 leads to nothing.



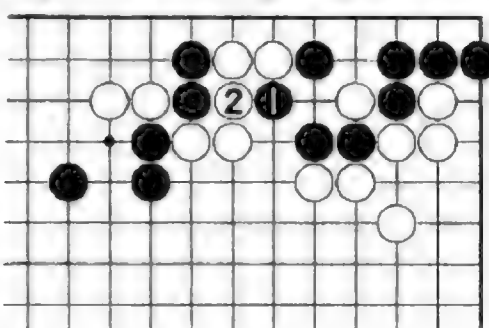
Black 1 gives White a forcing move at 2.



Black 1 and 3 fail to make use of the marked stones. Black is left with a cutting point at 'a'.

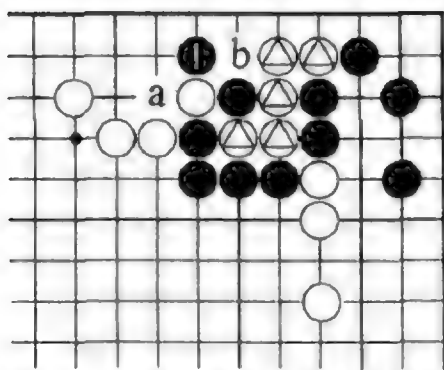


Black 1 is heavy; after White 2, Black will have trouble taking care of his group.

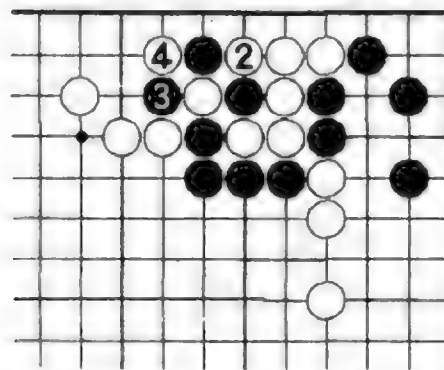


Black 1 is sente, but now there is no life left in the marked black stones.

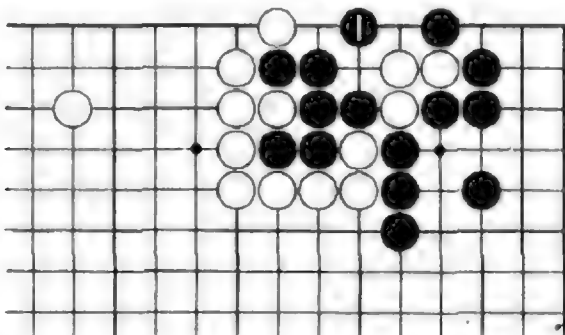
Correct Style



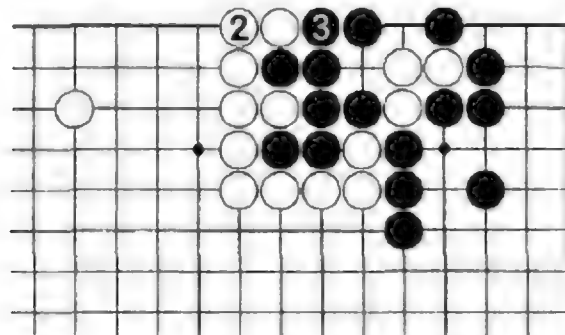
Black should give atari at 1. If White 'a', Black captures the five marked stones with 'b'.



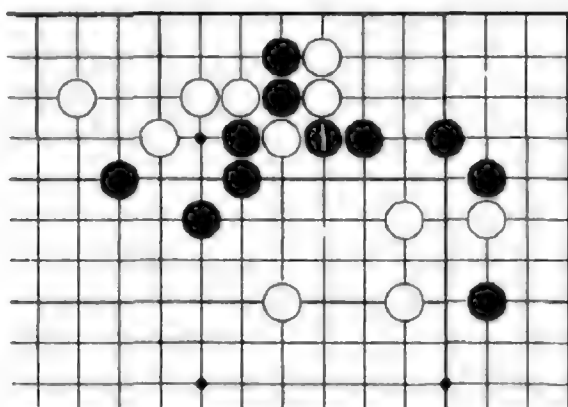
If White 2, Black can get a ko with 3.



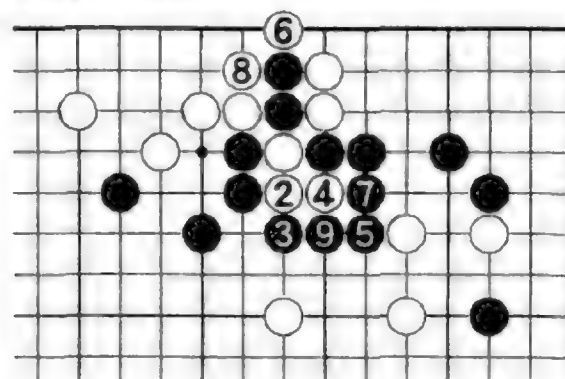
Black 1 is correct style.



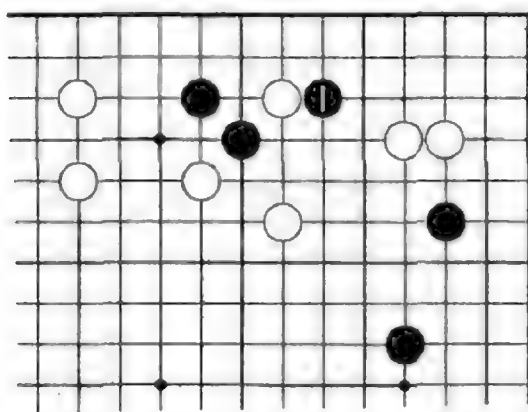
If White 2, Black simply plays 3. This represents a gain of two points.



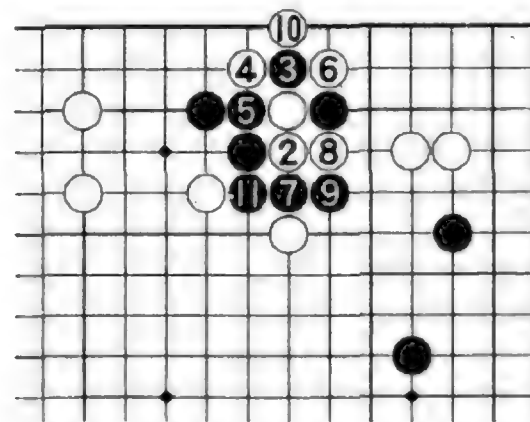
Cutting at 1 is the only move.



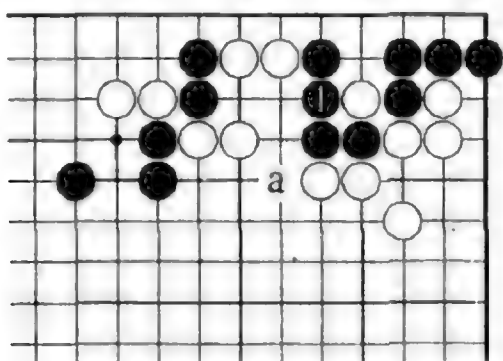
If White 2, Black squeezes with 3 to 9. This greatly strengthens his group.



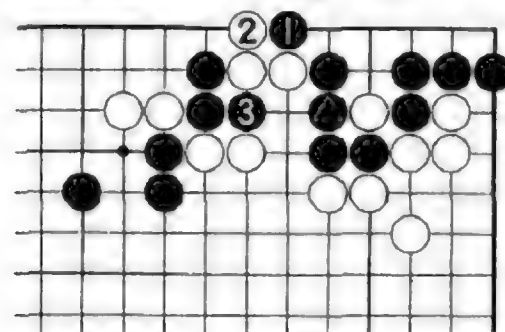
Attaching at 1 is a clever tesuji in this position.



If White 2, Black plays the 3–5 combination. This way he easily settles his group.



Black should simply connect at 1. He can now aim at a hane at 'a'.



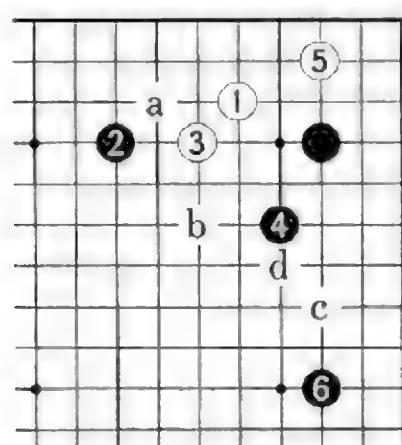
The presence of the marked stone also means that he can save his two captured stones.

After the Joseki

Early Middle Game Strategy
Miyashita Shuyo 9-dan

Formulating a strategy in the early middle game can be quite difficult. Later in the middle game, once a fight has started, one's objective may become clear, but at the beginning of the middle game one may not know what to focus on.

This new series aims to make your task a little easier by analysing the main themes in the follow-up fighting after a joseki has been played. It also hopes to make clearer the relationship between a joseki and the overall position.



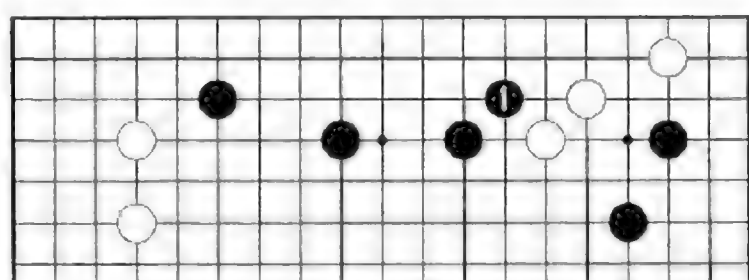
Pattern One

The first joseki we will look at is the standard two-space high pincer joseki above. Depending on the overall position of course, the players generally aim at the points 'a' to 'd'. The first two affect White's position and the latter two Black's.

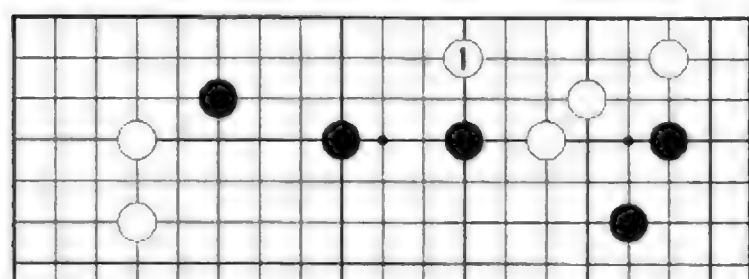
Dia. 1. Black 1 is a key point for securing a base for both sides. It stabilizes Black's position and unsettles the white group. If omitted —

Dia. 2. White 1 scoops out Black's territory. Alternatively —

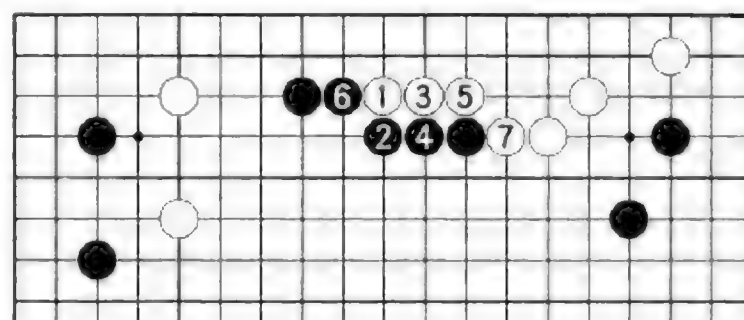
Dia. 3. White can also invade at 1. If White 1 in either Dia. 2 or 3 has a serious effect on the



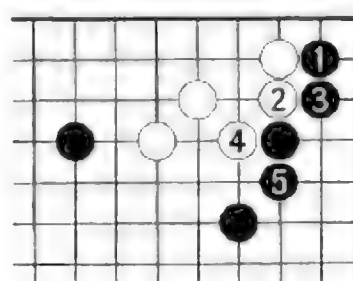
Dia. 1



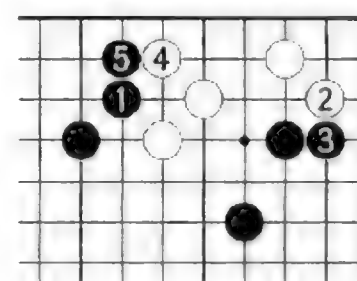
Dia. 2



Dia. 3



Dia. 4



Dia. 5

game, then Black 1 in Dia. 1 becomes an urgent point.

Next, concerning White's base —

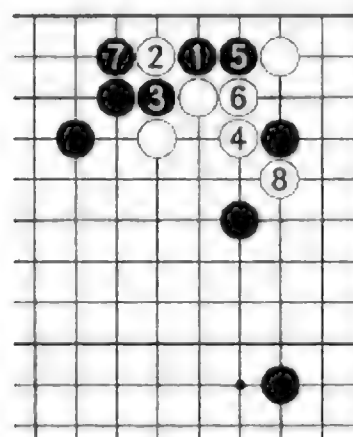
Dia. 4. Black 1 may be worth playing in the endgame, but it is not appropriate in the middle game. The reason is that White easily settles his group with 2 and 4.

Dia. 5. The key point for attacking White's base is Black 1, as mentioned before, but actually White's shape is very resilient. If White chooses to defend, he can play 2 and 4, but he can tenuki without risk of coming under a severe attack.

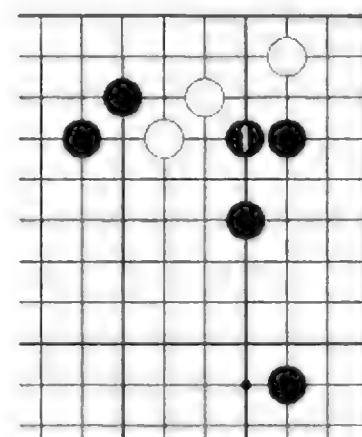
Dia. 6. The problem is what does Black play when White tenukies. One's first impulse is to attach at 1, but White has a good counter with the 2 — 4 combination. In the result to 8, Black has failed to take any profit from his attack.

Dia. 7. The vital point for attacking White and destroying the flexibility of his shape is the slow-looking move at 1. The reason —

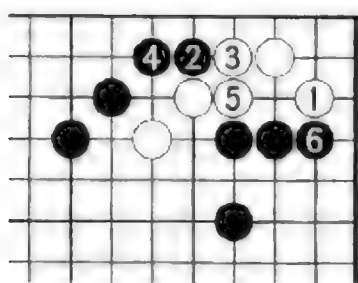
Dia. 8 (next page). If White plays 1, Black 2



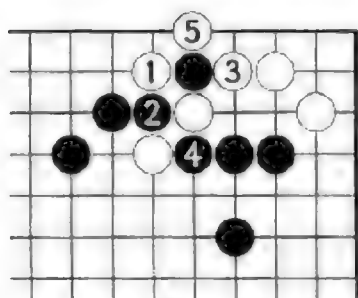
Dia. 6



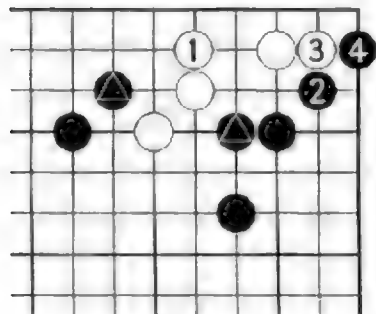
Dia. 7



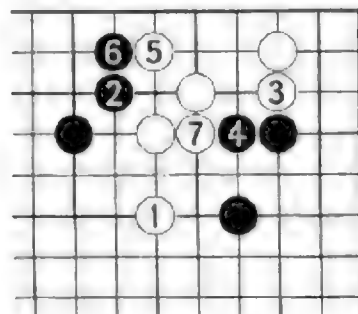
Dia. 8



Dia. 9



Dia. 10



Dia. 11

now works perfectly. If White 3, Black pulls back at 4, and the white group does not have two eyes.

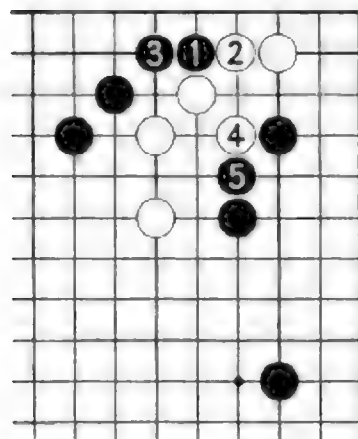
Dia. 9. If instead White hanes at 1, Black cuts in sente with 2 and 4.

Dia. 10. Even if White defends against the contact play with 1, Black 2 and 4 reduce him to one eye. This good result for Black shows the effectiveness of the two marked stones.

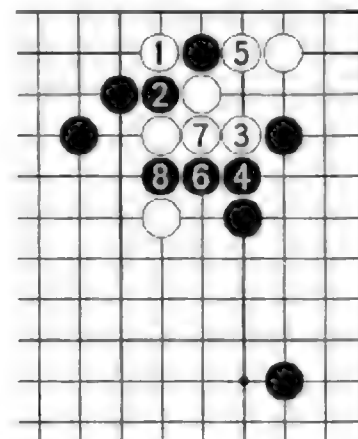
Dia. 11. Black 2 is a good move even when White has jumped out to 1. White has to defend with 3 to 7 to secure his base. If he doesn't —

Dia. 12. Black 1 is again a severe attack. White is forced to answer submissively with 2 and 4, which is painful. Instead of 1 —

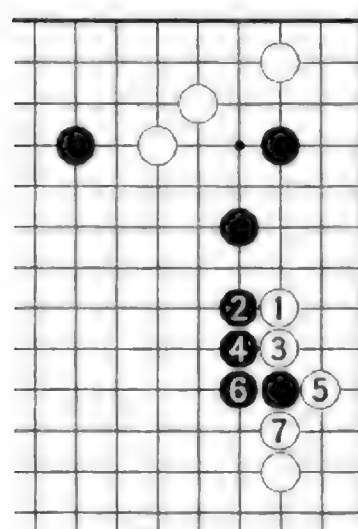
Dia. 13. The 1—3 combination, which worked



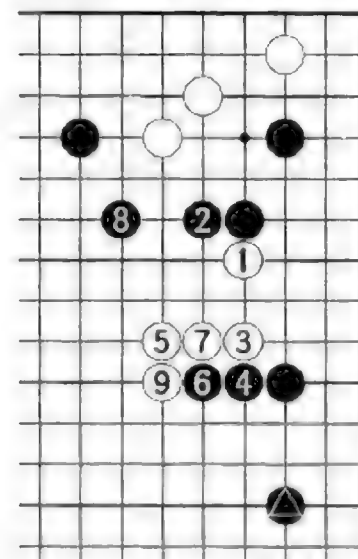
Dia. 12



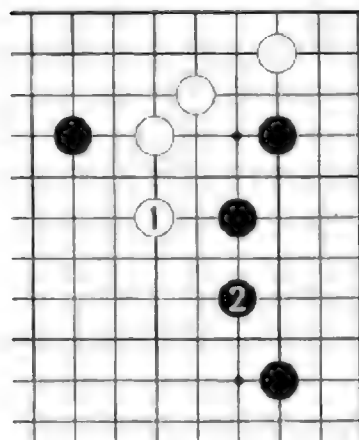
Dia. 13



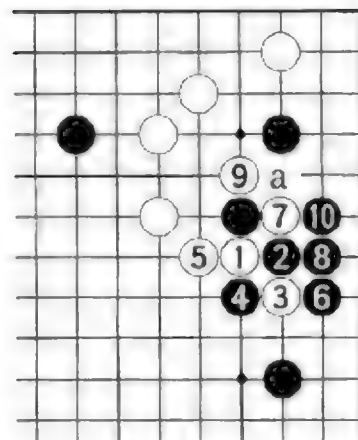
Dia. 14



Dia. 15



Dia. 16



Dia. 17

so well in Dia. 6, is nothing to boast about here. Black breaks through White's position up to 8.

Next we will look at the position from White's point of view.

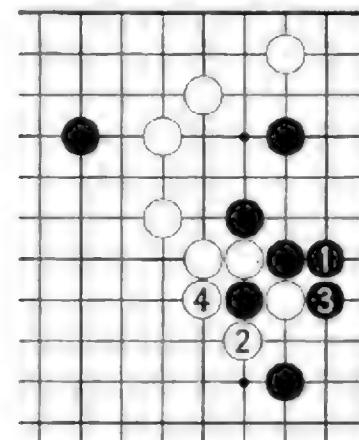
Dia. 14. In this kind of position, invading at 1 may be a powerful move.

Dia. 15. If, however, Black has a strong position with the marked stone in place, the light contact play at 1 may be preferable.

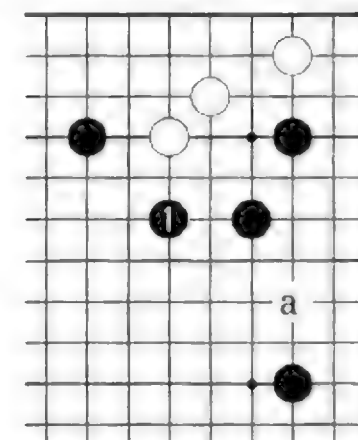
Dia. 16. If White jumps to 1, Black can secure his position by playing at 2, but if he tenukies to take an important point elsewhere —

Dia. 17. He should at least be aware that playing the sequence here is White's privilege. Note that in practice White often declines to connect at 'a' after Black 10 as he considers it submissive. Also, instead of 6 —

Dia. 18. Black could also play 1 and 3 here.



Dia. 18



Dia. 19

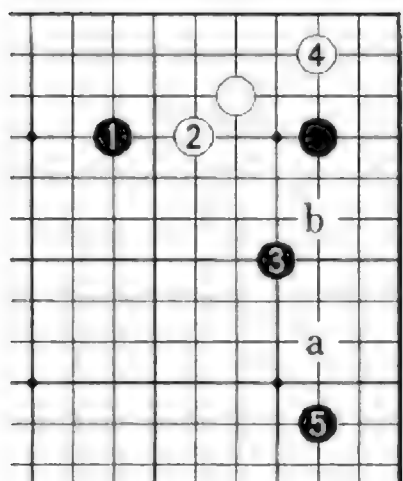
Dia. 19. The conclusion is that Black 1 is an excellent move if Black wants to prevent the invasion at 'a' and to expand his position on the right side.

Pattern Two

Black plays the large knight's move at 3 when he wants to extend one more space down the side with 5. The drawback is that he gets weak points at 'a' and 'b'.

Dia. 1. The 1—3 combination would be appropriate in this kind of position.

Dia. 2. It is also appropriate when Black 3



Pattern Two

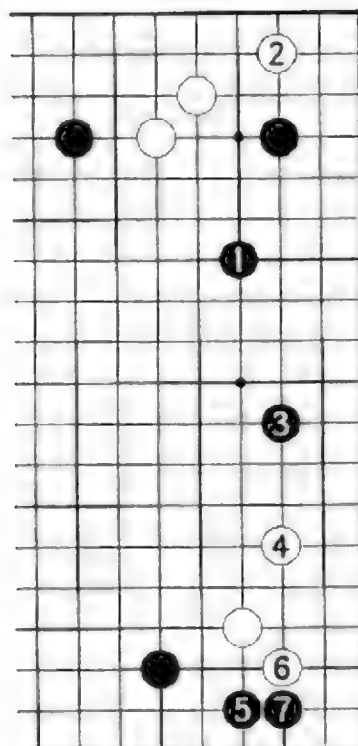
becomes a pincer, as here.

In this pattern Black's later aim is to attack with 1 in Dia. 3.

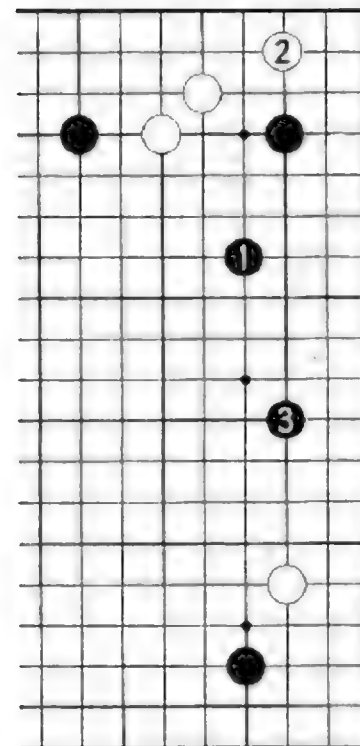
Dia. 3. In addition to 'a', which of course is a good move in this pattern as well, Black also can aim at playing 1. If White tries to break through with 2, the sequence to 18 follows. The centre thickness Black builds up will probably dominate the whole board.

Dia. 4. White aims, for example, at invading at 1. The moves to 8 are a standard pattern. White has to be careful with the timing of this invasion, as Black builds thickness which weakens White's position at the top. An alternative way to invade is White 'a', Black 'b', White 1.

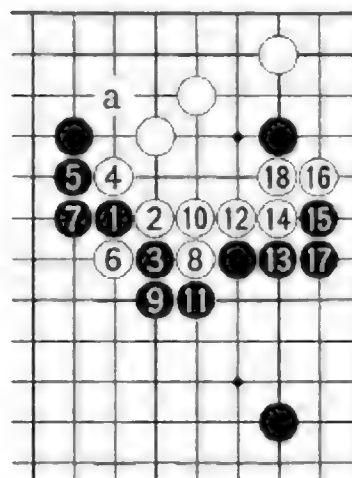
(*'Kido'*, January 1970. Translated by John Power.)



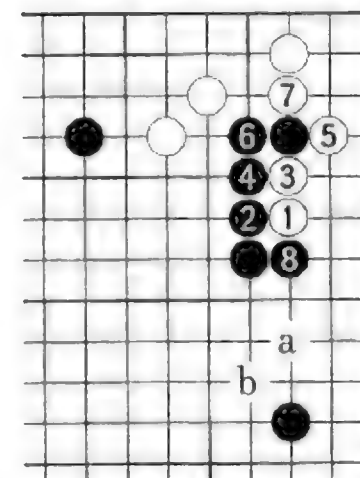
Dia. 1



Dia. 2



Dia. 3

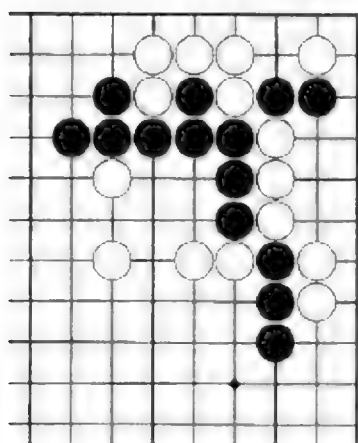


Dia. 4

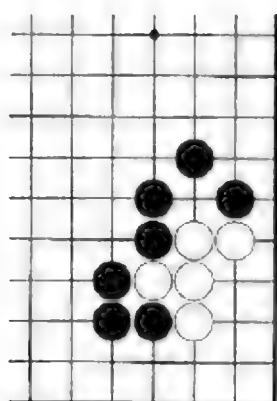
Life and Death Problems From Actual Play

Nakaoka Jiro 7-dan

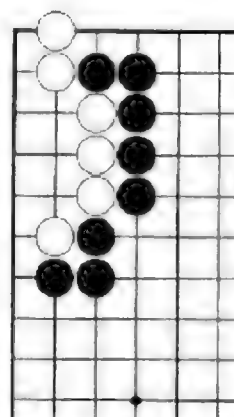
The following life and death problems are all taken from actual play and include positions which come up very frequently. The best way to improve your analytical ability is to read out the problems completely in your head, without playing any stones on the board. This may require some discipline, but it will not only make you stronger at problem-solving but will also benefit your general fighting ability in the middle game.



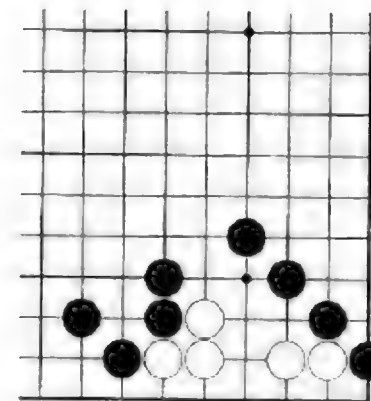
Problem One
Black to play



Problem Two
Black to play



Problem Three
Black to play



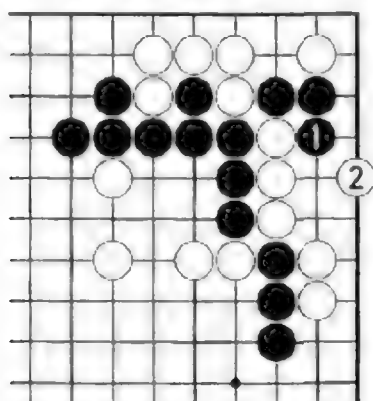
Problem Four
White to play

Answers on page 46

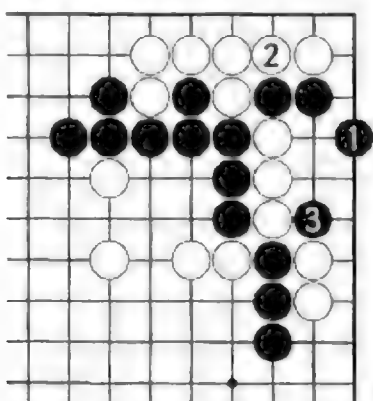
Answer to Problem One

Dia. 1. The instinctive move is Black 1, but White has a clever answer at 2. There is now no way that Black can win the semeai (capturing race) in the corner.

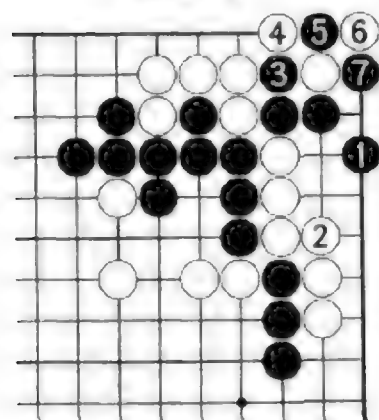
Dia. 2. Black 1 is the only move: it takes advantage of the defects in White's shape above and below. If White defends at the top with 2, Black cuts at 3 and captures three stones.



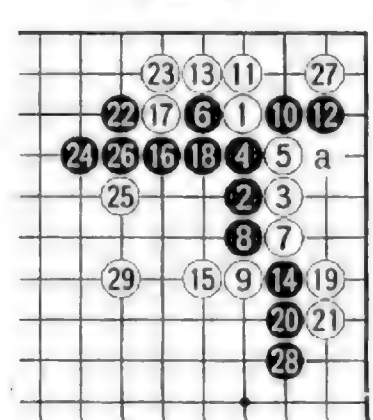
Dia. 1



Dia. 2



Dia. 3



Dia. 4

Dia. 3. White must therefore connect at 2 here, but then Black gets a ko at the top with 3 to 7.

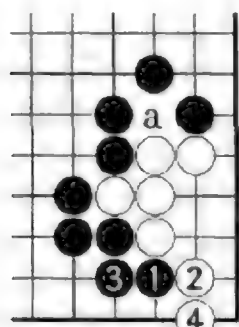
Dia. 4. The position arises in a variation of the onadare (large avalanche) joseki. Even after 27 White has to add another stone at 'a', but he tenukied to play 29.

Answer to Problem Two

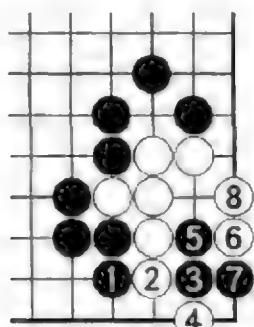
Dia. 1. The ordinary hane at 1 is ineffective. White lives with 2 and 4, thanks to the liberty at 'a'.

Dia. 2. If Black simply descends at 1, White blocks at 2. If Black 3, White gets a seki with 4 to 8, so this result is also a failure.

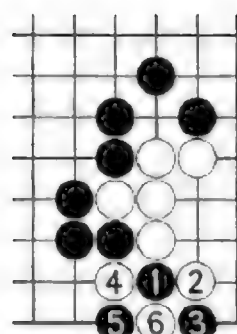
Dia. 3. The correct answer is the two-step hane combination of 1 and 3; if White 4, Black plays a



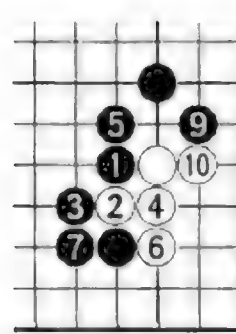
Dia. 1



Dia. 2



Dia. 3



Dia. 4

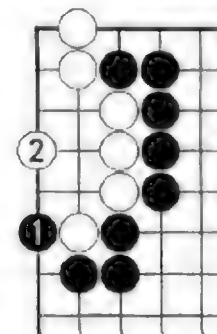
ko with 5. However, Black has to be careful about the timing of this ko, since he suffers a lot of damage if he loses it. Before starting it, he must make sure that he has enough ko threats.

Dia. 4. Black has made a one-space pincer and White has tenukied. He then tenukies again after Black 7.

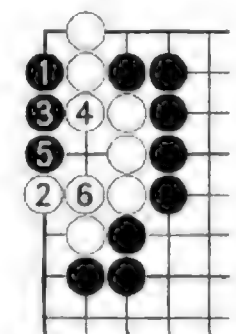
Answer to Problem Three

Dia. 1. The hane at 1 fails when White answers at 2.

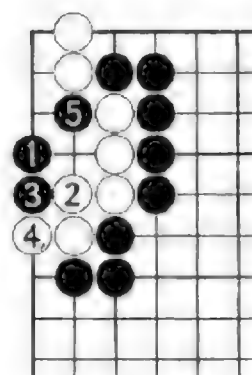
Dia. 2. The contact play at 1 looks like good style, but White gets a seki with 2 to 6.



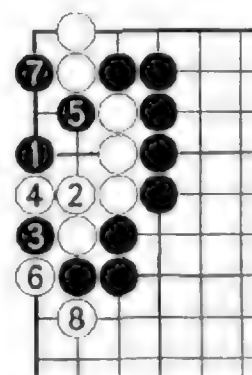
Dia. 1



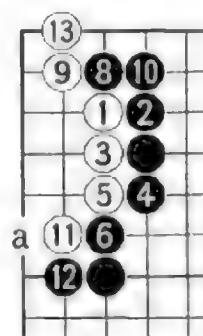
Dia. 2



Dia. 3



Dia. 4



Dia. 5

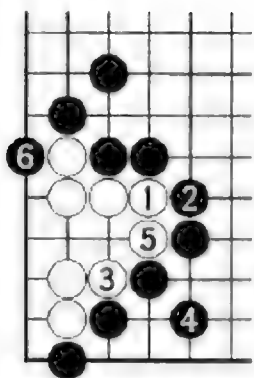
Dia. 3. Black 1 is the vital point. If White 2, Black 3 is a good follow-up; Black 5 next kills White outright. Instead of 3 –

Dia. 4. If Black hanes at 3, White plays 4 and 6 and is able to escape with half his group.

Dia. 5. White has invaded under the large knight enclosure, then tenukied after Black 6. After 12, the correct move is White 'a', which gives White a ko, but White has tried to be greedy with 13.

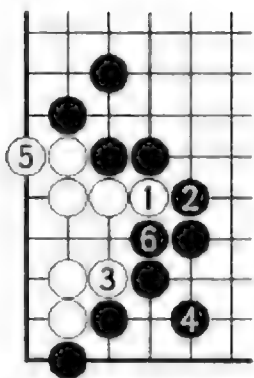
Answer to Problem Four

Dia. 1. Expanding White's eye-space with 1 and 3 is necessary preparation for living, but playing 5 next is wrong. White clearly cannot



Dia. 1

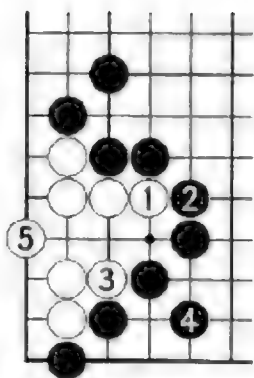
live after Black 6.



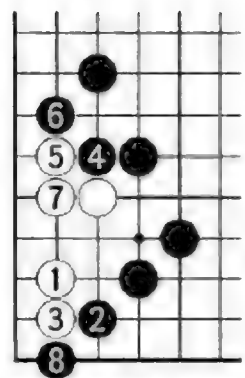
Dia. 2

Dia. 2. The descent at 5 also fails when Black pushes solidly in at 6.

Dia. 3. White 5, which is more or less at the centre of symmetry, is the only way to live. Black can do nothing.



Dia. 3



Dia. 4

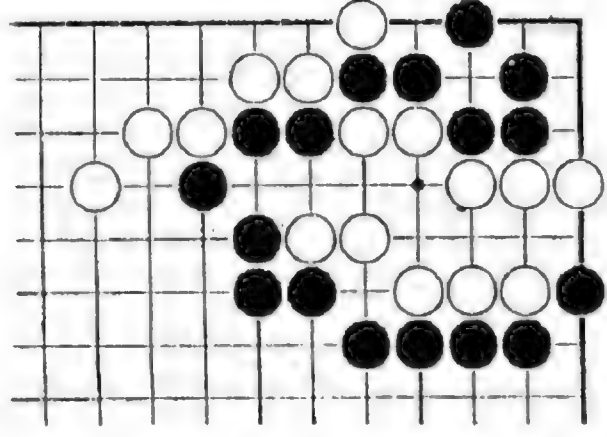
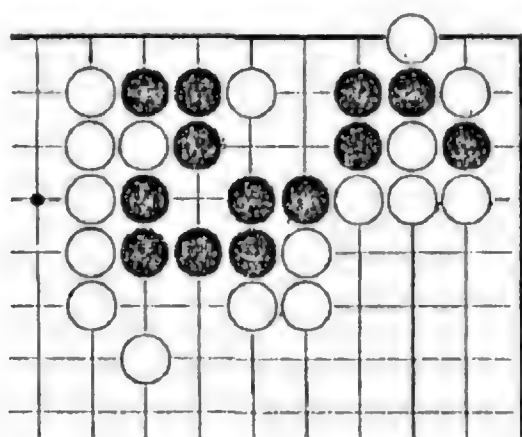
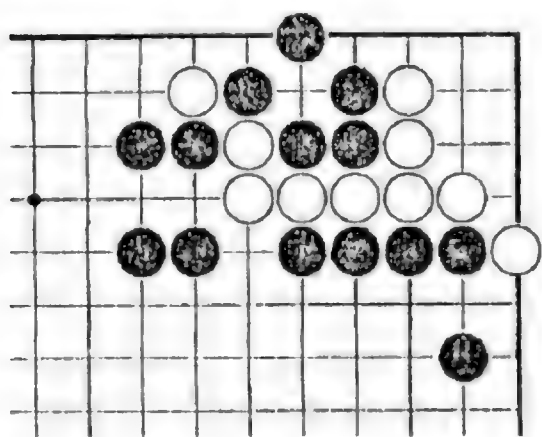
Dia. 4. The position comes from an even-game joseki in which White has made a couple of tenukies. At a suitable point later in the game, White comes back and makes the probe at 1. If Black 2, the sequence to 8 follows.

(*Igo Kenkyu*, April 1957. Translated by John Power.)

Basic Fighting Techniques

Miyazawa Goro 7-dan

The three problems below all involve the same elementary tesuji. Anyone of mid-kyu strength should be able to solve them, while dan-level players should get them on sight. If you have any trouble, then this article may be what you need to bring your technique up to scratch.



Problem 1: Black to play (6-kyu) Problem 2: White to play (5-kyu) Problem 3: Black to play (2-kyu)
Answers are given on page 50.

Good and Bad Shape

Magari Reiki 9-dan

The principles of good and bad shape often seem like a mystery, only to be understood after years of intensive study and a lot of practical experience. They are not really so difficult. The criteria for good shape are simple: Does it work? Is it efficient? Does it hurt the opponent? If a move does not achieve its offensive or defensive aims, in the best and simplest way possible, then it is not good shape. With the above points in mind, this new series aims at analysing the basic fighting shapes of go.

1. The kosumi (diagonal move)

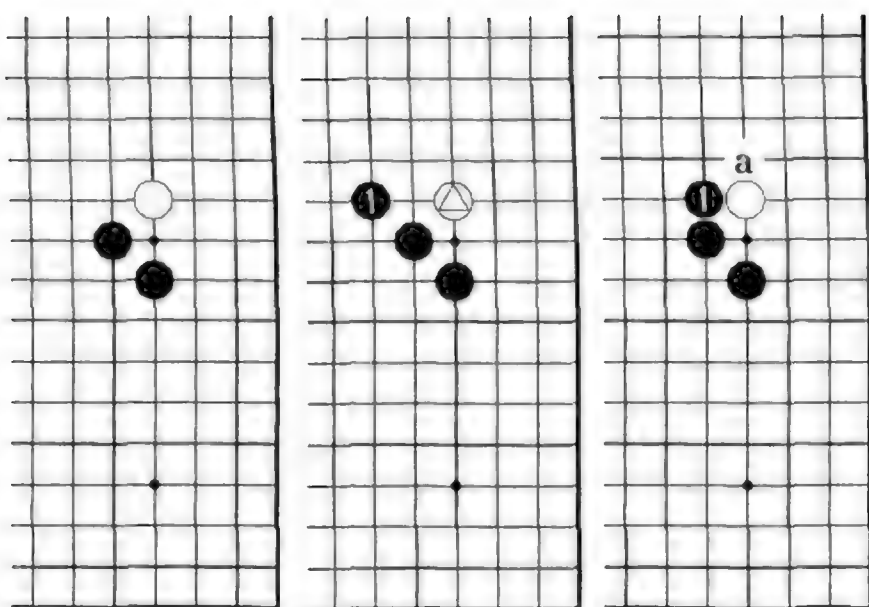
Good kosumis and bad kosumis

The kosumi is one of the basic ways of securing a connection and often it is a very effective move, but there is a tendency to rely on it too much.

To start with the basics —

Dia. 1 (next page). In this position where should Black play next?

Dia. 2. A lot of people would make the diagonal move at 1. However, this is a typical example of a bad kosumi. All Black does is to poke his



Dia. 1

Dia. 2

Dia. 3

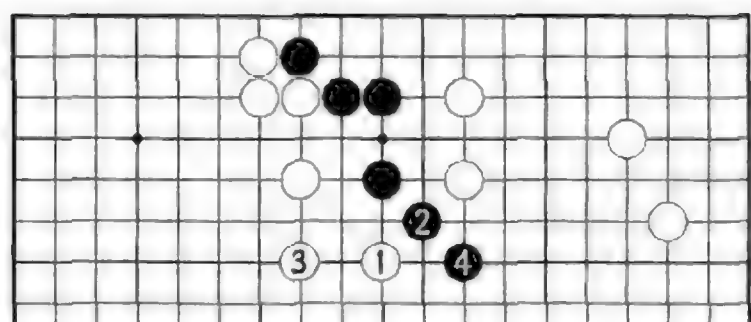
head out into the centre; his move has no effect on the white stone. Nor should one overlook the fact that the marked white stone is located right on Black's vital point for making eye-shape.

There is no such thing as absolute good shape; it must always be considered in relation to the opponent's stones. Good shape is the shape that applies the most pressure to the opponent. Consequently —

Black must push up at 1. Black 1 bears down on the white stone and has an excellent follow-up at 'a'. Black 1 in Dia. 2 has no good follow-up.

That brings us to the second criterion for good shape. Besides applying pressure to the opponent, the move must have a good follow-up move.

Let's look at an example from a game.



Dia. 4

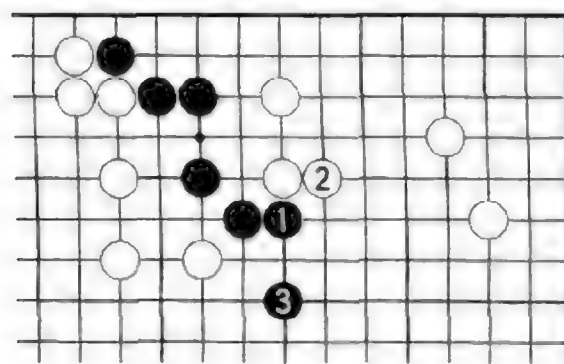
Dia. 4. When White attacks at 1, Black scrambles to escape with 2 and 4. Black 2 is forced, but the second kosumi at 4 is bad.

Dia. 5. Black must push at 1. After White 2, he can jump out at 3, a move which makes good shape and develops more rapidly. Compare this result to Dia. 4. Instead of 2 —

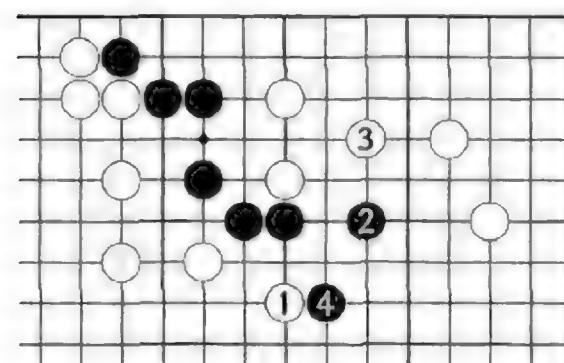
Dia. 6. If White continues to attack with 1, Black plays 2, forcing White 3, then attaches at 4. Once again, Black is developing more rapidly than in Dia. 4.

If White ignores Black 1 in Dia. 5 —

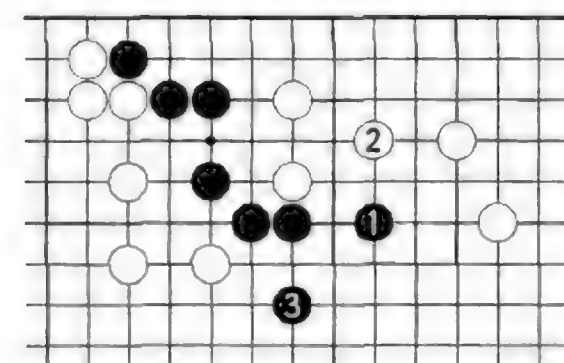
Dia. 7. Black forces with 1, then jumps to 3. His group is now immune to attack. The point is



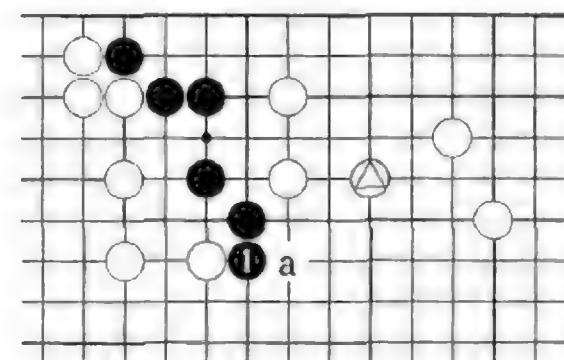
Dia. 5



Dia. 6



Dia. 7



Dia. 8

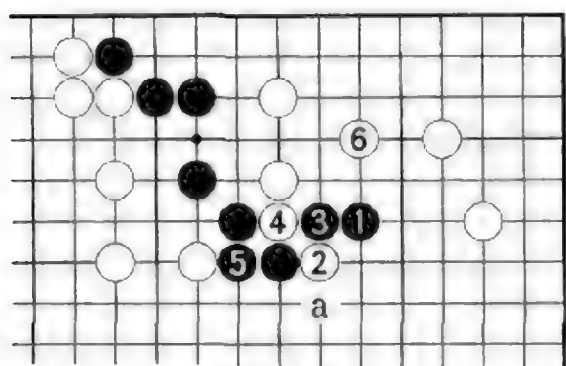
that if a move is good shape, as is Black 1 in Dia. 5, it always has good follow-up moves.

Dia. 8. In this kind of position, where White has the marked stone in place, Black pushes the other way with 1. Once again the kosumi at 'a' would be a bad move.

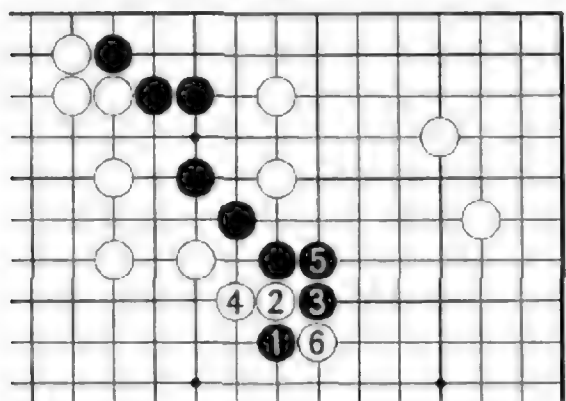
The above should demonstrate that Black 1 in Dia. 5 is good shape. Let's now give some concrete examples to show why Black 4 in Dia. 4 is bad shape.

White could continue with his attack after Black 4 in Dia. 4, but more likely he will switch elsewhere. In that case, does Black have a good follow-up?

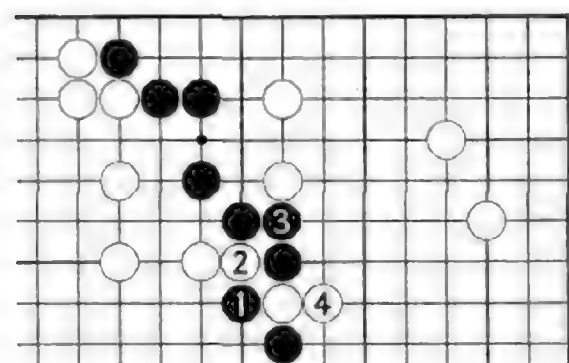
Dia. 9. What about the knight's move at 1? If the ladder is favourable for White, he will im-



Dia. 9



Dia. 10



Dia. 11

mediately attach at 2. This is terrible for Black. If he tries to fight back with 3 and 5, White defends at 6. Black cannot get a ladder with 'a', so he is in trouble.

Dia. 10. Suppose Black simply flees by jumping to 1. This is ineffective, because White can immediately wedge in at 2. After 4 and 6, Black will have a hard time looking after his group. Instead of 3 —

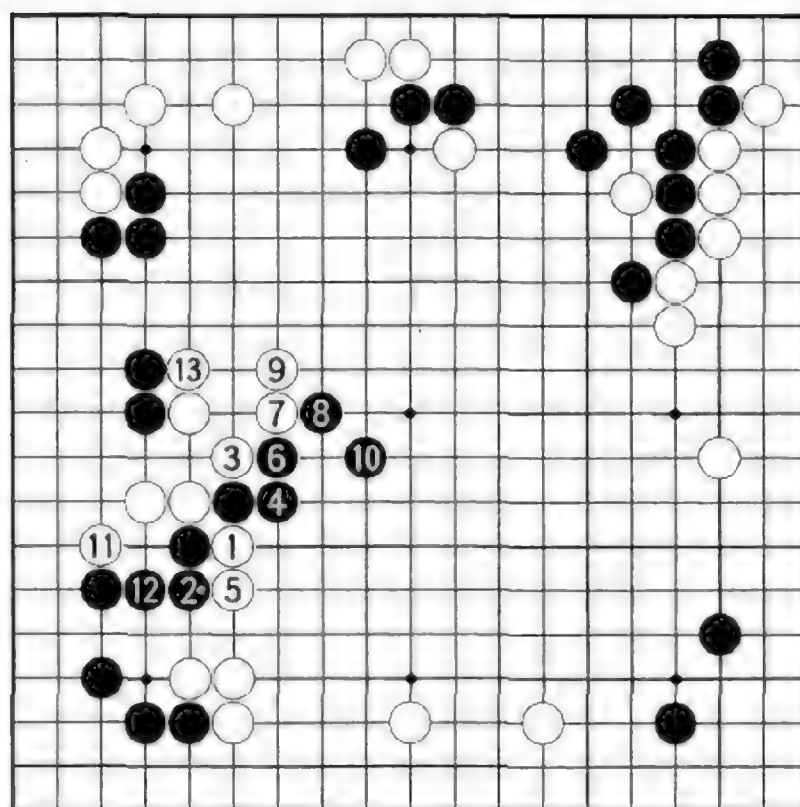
Dia. 11. If Black gives atari on the other side, White plays 2 and 4. This would be extremely dangerous for Black.

Next, let's look at an example of a good kosumi.

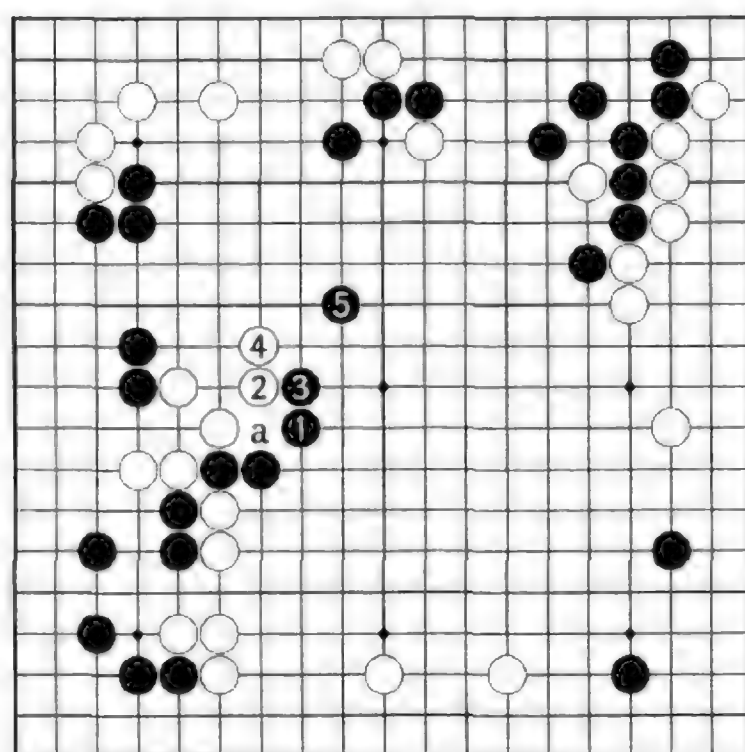
Dia. 12. This position comes from a game between inseis (professional pupils). In the sequence from 1 to 13, Black has played a very bad move. Can you find it?

The reprehensible move is Black 6, which gives White the superb hane at 7. After forcing with 11 and playing 13, White has virtually got eye-shape for his group. Instead of 6 —

Dia. 13. The kosumi at 1 works much better. If White still plays 2, Black gets a nice attack going with 3 and 5. In contrast to Dia. 12, Black has not played a stone at the non-urgent, dame



Dia. 12

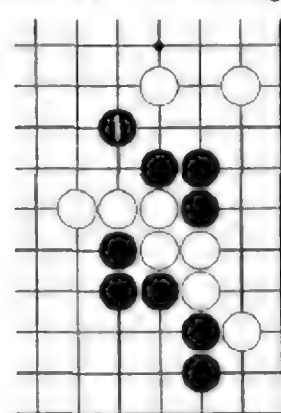


Dia. 13

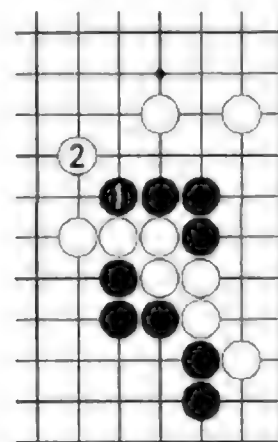
point of 'a'; instead he has taken a good point on the outside with 5. Black's sequence here avoids giving White good shape.

Another, simpler example —

Dia. 14. In this position Black must play the kosumi at 1 to escape.



Dia. 14



Dia. 15

Dia. 15. If Black plays at 1, he will be captured by White 2.

('Kido', January 1970. Translated by John Power.)

Basic Fighting Techniques

Continued from page 47

Pattern Thirteen: Connection

Quite often in a semeai or capturing race between two groups the strongest move is a simple connection. Because of its very simplicity, however, a connection may be easy to overlook. The value of the connection is that it prevents the opponent from reducing the number of one's own liberties or makes it easy for one to exploit his shortage of liberties.

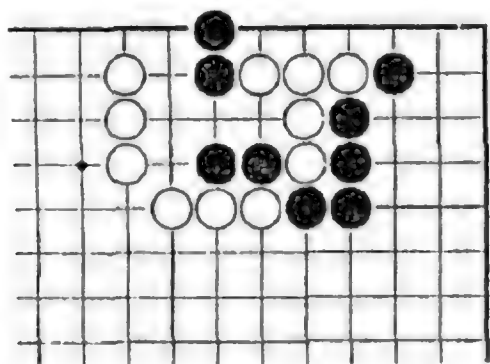
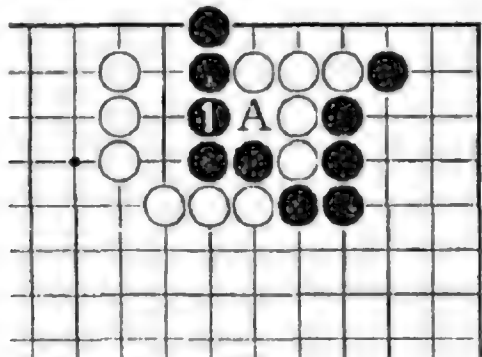


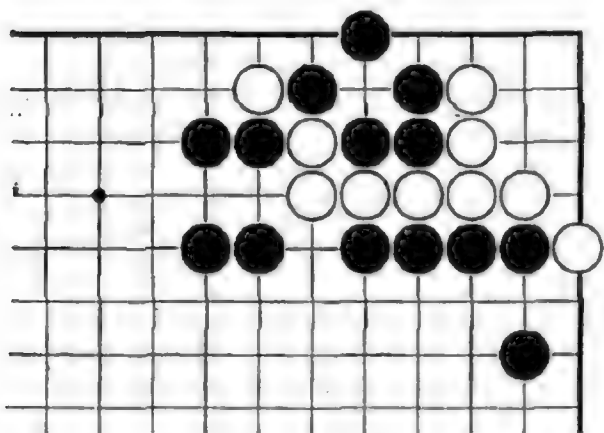
Illustration: Black to play .

Black can win the semeai, but his next move will be decisive.

Dia. 1. Black must connect at 1. If he hastens to fill in White's liberties by playing at A, White will throw in at 1 and win the fight.



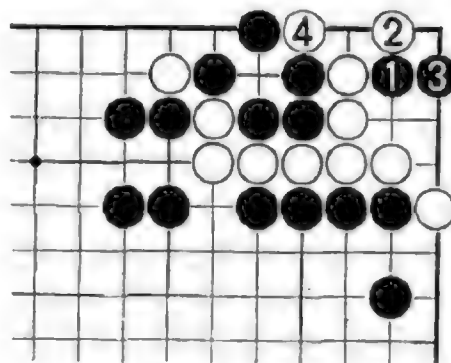
Dia. 1

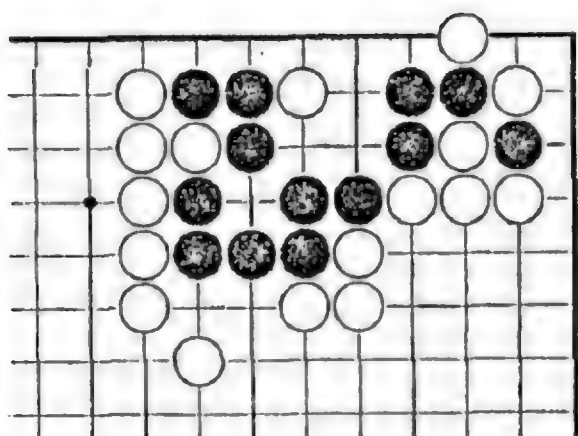


Problem One: Black to play

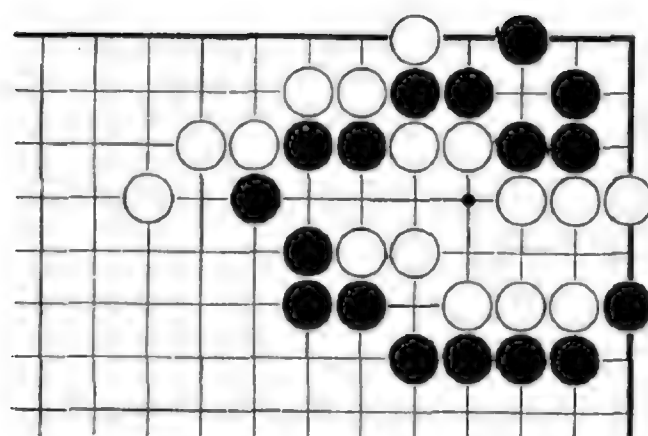
White does not have room to make two eyes in the corner if Black plays first, but there is a right and a wrong way for Black to attack.

Dia. 1. If Black tries to destroy White's eye-space with 1, White sets up a ko with 2 and 4. Black might lose because he was too aggressive.

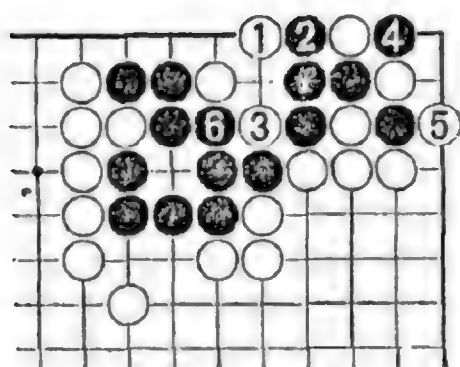




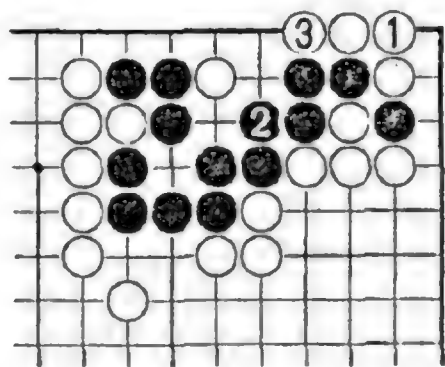
Problem Two: White to play



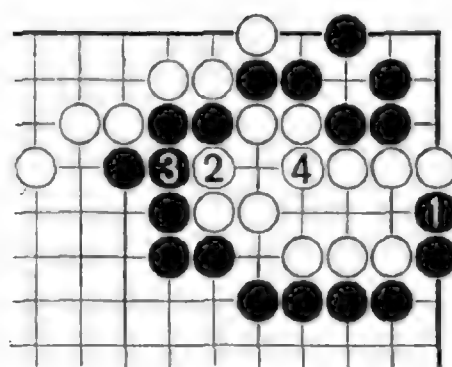
Problem Three: Black to play



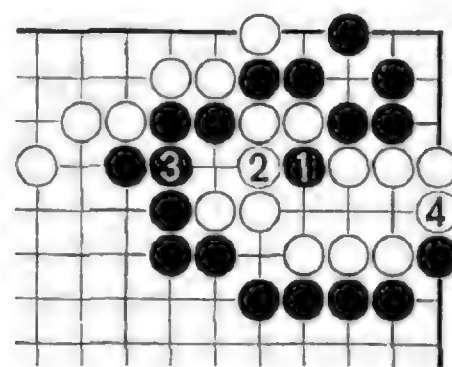
Dia. 1: failure



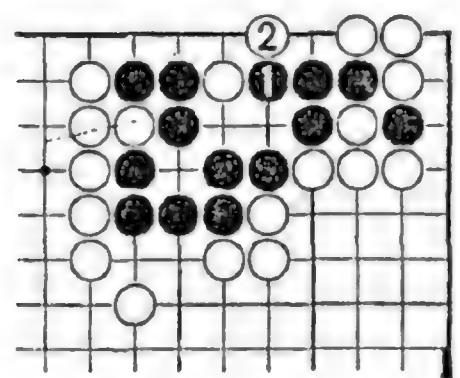
Dia. 2: correct



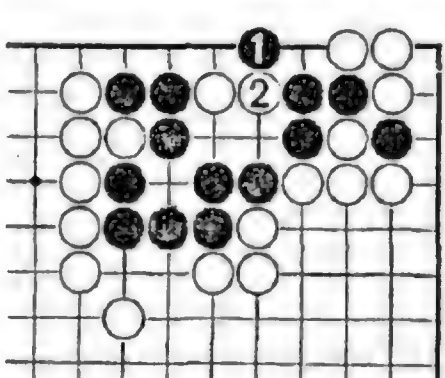
Dia. 1: naive



Dia. 2: alive



Dia. 3: dead



Dia. 4: dead

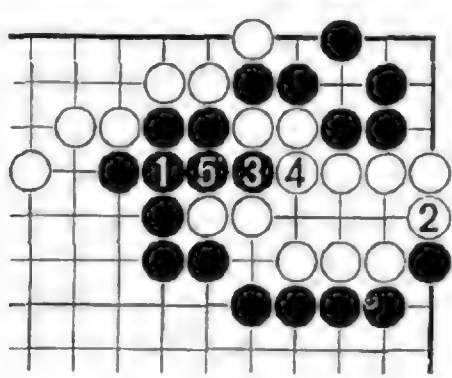
connects at 1, Black is at a loss for an answer. If Black 2, White 3 kills the group. Instead of 2 –

Dia. 3. If Black 1, the hane at 2 links up because of Black's shortage of liberties.

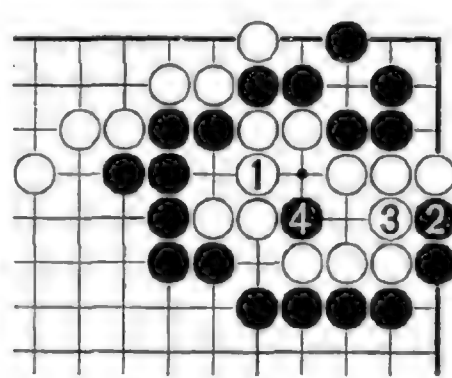
Dia. 4. If Black 1, White counters with 2.

Problem Three

White seems to have plenty of room to make two eyes. How should Black attack?



Dia. 3: correct



Dia. 4: dead

Dia. 1. Attacking on the edge at 1 is too naive. White lives easily with 2 and 4.

Dia. 2. Black 1 is not the vital point. White 2 is sente, so again White lives.

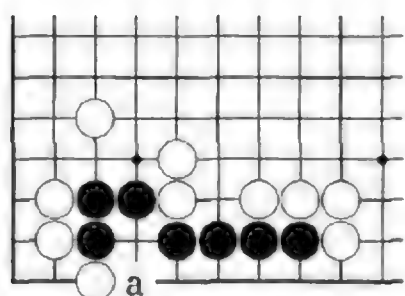
Dia. 3. Hasten slowly: connecting solidly at 1 makes it impossible for White to live. If White 2, Black 3 and 5 stop him from getting enough space. Instead of 2 –

Dia. 4. White 1 also fails.

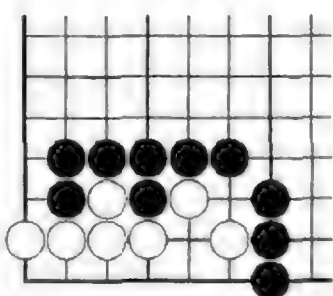
(‘Gekkan Go’, January 1979. Translated by John Power.)

Ko Problems

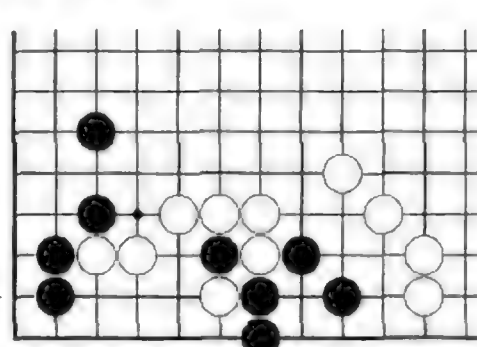
Hashimoto Uтарo 9-dan



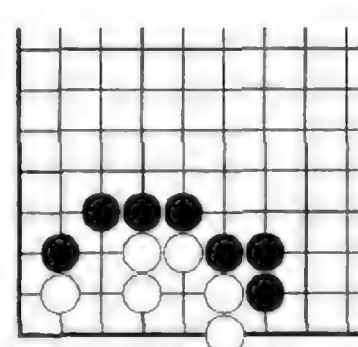
1. Black to play.
Black ‘a’ is no good,
so...



2. Black to play
Where is the vital
point?

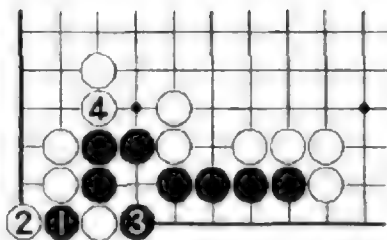


3. Black to play
and save his group.



4. Black to play
and get a ko.

Ko Problems: Answers

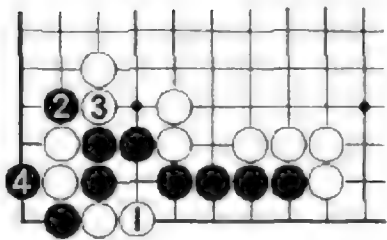


Dia. 1

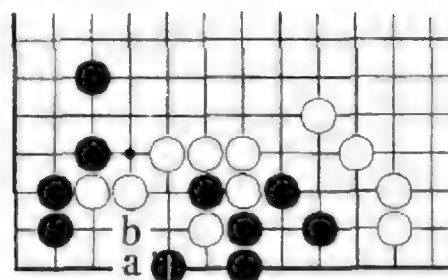
Answer to Problem 1

Dia. 1. Black has to make the sacrifice at 1. After 3, White must defend at 4 to stop Black from making a hane to the left of 4, so Black gets a ko. Instead of 2 —

Dia. 2. If White 1, Black gets a better ko with 2 and 4.



Dia. 2

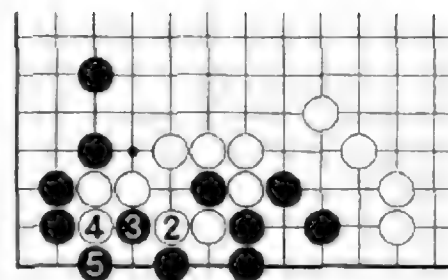


Dia. 1

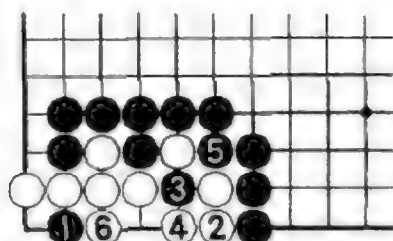
Answer to Problem 3

Dia. 1. Jumping to 1 is best. If next White 'a', Black links up with 'b', so —

Dia. 2. White plays 2, but then Black counters with the tesuji of 3. This is such a strange move that it may be hard to notice, but it sets up a ko for Black. Nothing else works.



Dia. 2

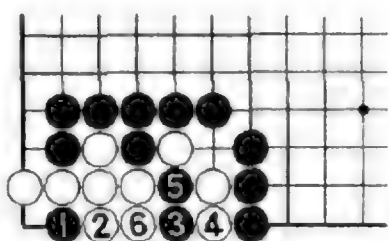


Dia. 1

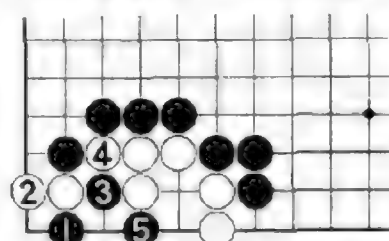
Answer to Problem 2

Dia. 1. Black 1 is the vital point. White tries to make room for a second eye to the right, but Black's throw-in stops him from getting more than a ko.

Dia. 2. White 2 here is wrong, as Black kills him with the placement at 3. After White 6, Black throws in a stone at 5.



Dia. 2



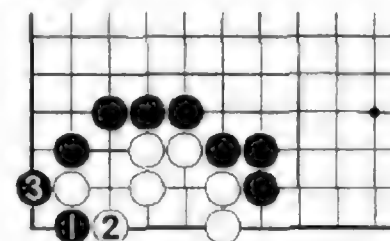
Dia. 1

Answer to Problem 4

Dia. 1. The clamp at 1 is the vital point. If White 2, Black plays in at 3, and White cannot avoid a ko.

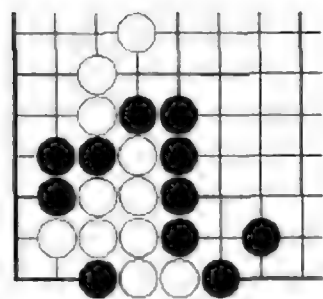
Dia. 2. Even if White switches to 2 here, Black still gets a ko.

(*'Gekkan Gogaku'*, August 1981)

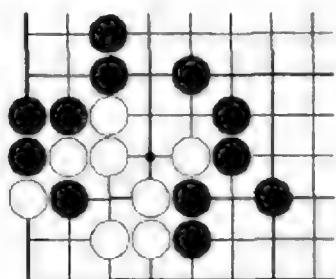


Dia. 2

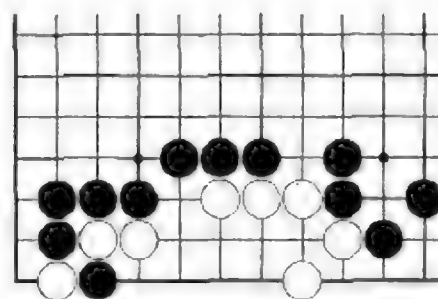
Sacrifice Tesuji Problems



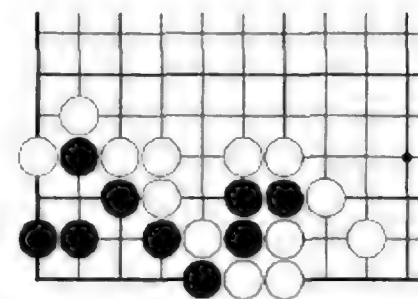
1. Black to play and get a ko.



2. White to play and live.



3. White to play and live.



4. Black to play and live.

Answers are given on page 64.

The Driftwood Board

John Fairbairn

For reasons that belong to a different story, the 17th head of the Honinbo family, Shuei (1852 — 1907), who was a dour man of high principles, decided that he should cede the headship of the family where it rightly belonged, to the best player: Murase Shuho (1838 — 1886, then leading the Hoensha organization).

When the time came for the transfer, Shuei also handed over the last of the Honinbo heirlooms as a symbol of succession. This is the story of that heirloom: the driftwood board.

Oda Nobunaga was a military adventurer who, when he wasn't chopping Buddhist monks into little pieces, was busy unifying Japan towards the end of the 16th century. It was he who paved the way for the rule of the Tokugawa shoguns (to simplify history a little).

During his brief hegemony it came to his attention that the populace deep in Yamato was being terrorized by a white dragon which kept appearing and disappearing in the pool below a certain waterfall. Ever conscious of his public duty, Nobunaga despatched a retainer to investigate this Japanese version of the Loch Ness monster, and very soon the intrepid knight solved the mystery of the dragon.

It was in fact a tree stump heavy with roots which had been stripped of its bark and washed white by the pounding waters of the waterfall as it bobbed up and down in the pool. To prove what a good servant he was, the retainer retrieved the stump and took it back to Nobunaga in Kyoto,

By chance the stump came from a kaya tree, and so Nobunaga, a keen go player, ordered it to be made into go boards. Two were made and they became known as the driftwood boards.

Nobunaga gave one to his go teacher, a monk named Honinbo Sansa. Strangely enough, Sansa belonged to the Nichiren sect, for which Nobunaga seemed otherwise to have had an obsessive hatred. However, Sansa was the strongest go player around and had his uses for the pseudo-shogun, who was strong enough to take only five stones from Sansa.

With the passage of time Sansa's board became one of the Honinbo family's heirlooms and was one of many when the troubles of the Meiji Restoration came in the second half of the 19th century. Within a matter of years all the priceless heirlooms bar this driftwood board had disappeared.

Shuei passed it on to Shuho (now 18th Honinbo) in July 1886. It was said that after a celebration party in Shuho's house, when all the guests had departed and Shuho was left alone, he danced around the room with the board on his head. Anyway after that the whereabouts of the board became a mystery, but here is the most coherent version of what happened next.

Shuho died very soon after, of a cerebral haemorrhage (!). After waiting for a respectable period of mourning Shuei decided to resume the Honinbo headship (as the 19th head) and so sent a message to Shuho's widow, asking for return of the board.

A board did arrive, but it was an obvious fake. Uproar, and the widow Taki was hauled in for interrogation. It transpired that Shuho had left her very hard up and she had pawned the heirloom. Shuei gave her some money and told her to go get it back.

To complicate matters, Taki had a nice little production line going, making new boards into instant antiques, stamping them Murase (Shuho's surname), then pawning or selling them, but it seems she got the right board back for Shuei.

Now Shuei had a great friend, Kim Okkyun, an exiled politician from Korea. Since Shuei was then living in a low-class hotel, he entrusted the board to Kim; but Kim was murdered during a visit to Shanghai in 1894. When news of this got back to Shuei he rushed round to Kim's house, only to find that the owners had heard the news first and had sold off all the furniture. And that was that – the furniture firm was crooked and the board was lost.

But that is only one version. There were pupils of Shuho and Shuei who claimed to have seen the board when they were young and found it hard to believe such a story. Honinbo Shusai, for instance, said it was an ordinary looking board, shabby and of rather poor quality and not worth all that fuss. Kita Fumiko said it was a Korean-style board (i.e. a hollow box type), whilst Karigane Jun'ichi said that it was black, not white (though that would have been due to its age).

Yet another version is that Honinbo Shugen, Shuei's younger brother, put the real board on a sandbank in the Sumida River in an effort to save it from a huge fire that swept Tokyo in 1881. The water rose and it was washed away, but Shuei, for reasons of his own, pretended to keep the tradition alive and passed off another old board as the driftwood board.

The mystery remains. Other relics of the ancient Honinbos have been recovered since then, but the greatest treasure of all is just as elusive as our Nessie.

Page from Go History

Genjo v. Chitoku (vi)
John Power

In this issue we present another in-depth analysis of a Genjo — Chitoku game from the 'Igo Shincho' series 'How to Fight the Middle Game'.

White: Yasui Chitoku (1776 — 1838)

Black: Honinbo Genjo (1775 — 1832)

Date: 5,14 February 1803

Moves after 149 not recorded. Black wins by 9 points.

Commentary by Hashimoto Shoji 9-dan

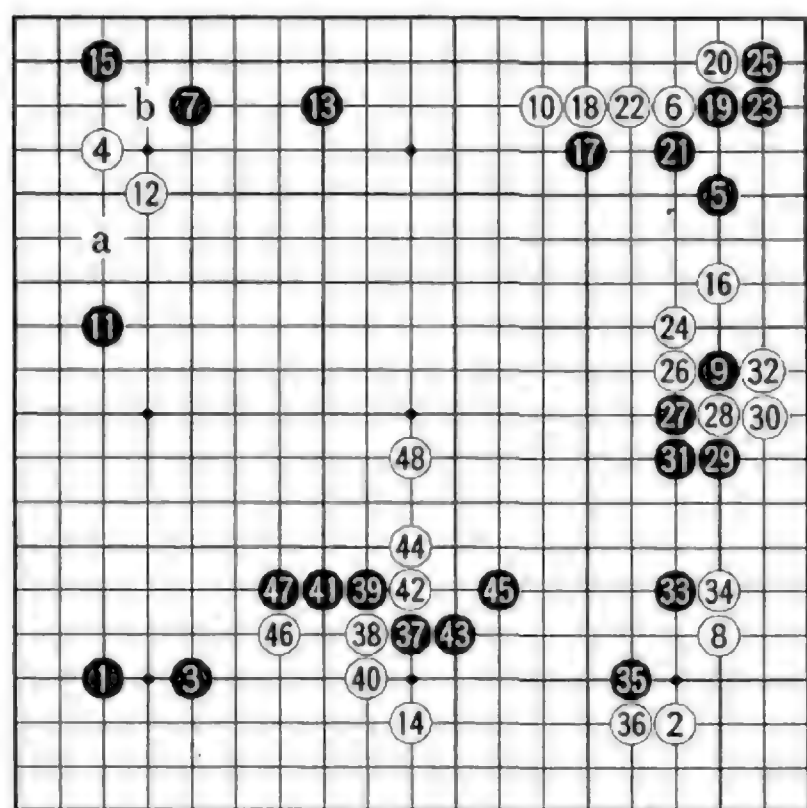


Figure 1 (1 — 48)

Figure 1 (1 — 48)

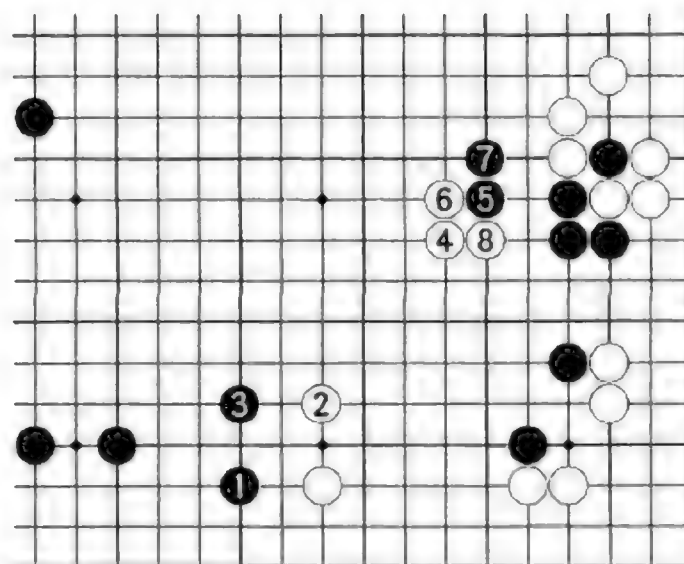
Black 9 is unusual. The modern move, in komi go, would be a pincer at 'a' or 18. A leisurely move like 9 is possible in no-komi go.

White 14 is a big point, but since Black 15 is severe, White should secure a base with 14 at 'b'.

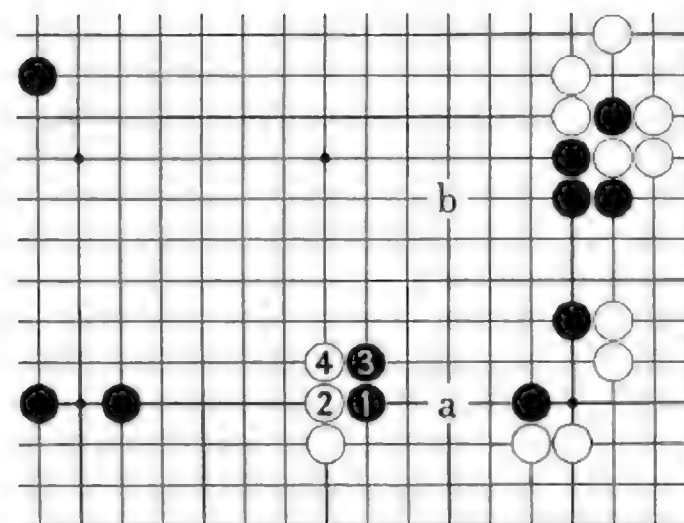
When White invades at 16, the continuation to 23 is one joseki. When White moves out with 24 next, Black 25 is a key move. It is the vital point for securing a base for both sides; if White were permitted to play there, Black's whole group would come under attack.

Black 33 to 37. A typical Genjo sequence, emphasizing the centre. The cap at 37, in particular, is a resolute move which starts the middle game. The ensuing fight is the highlight of the game.

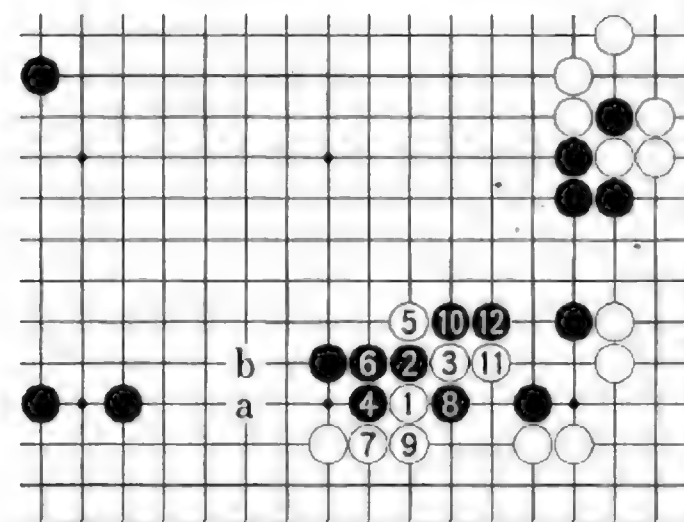
First, let's look at the alternatives for 37. Black could play at 1 in Dia. 1, a large territorial



Dia. 1



Dia. 2



Dia. 3

move, but after 3 White attacks the black group on the right with 4 etc. This will be a tough fight for Black.

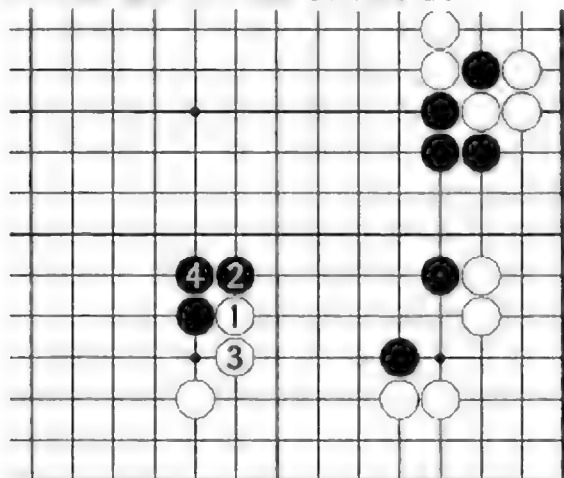
Dia. 2. Black could try the shoulder-hit instead. This serves the purpose of reinforcing the black group to the right, but White pushes up with 2 and 4, nullifying the potential of Black's moyo on the left. Another alternative is to play 1 at 'a', but when White jumps to 4 this feels heavy. Black 1 at 'b' is also conceivable, but while solid this is purely defensive.

Consideration of all the above factors leads one to conclude that 37 is a very good move: it offers assistance to the black group on the right, it helps build up the moyo on the left, it even threatens, from a distance, the white stones on the top left.

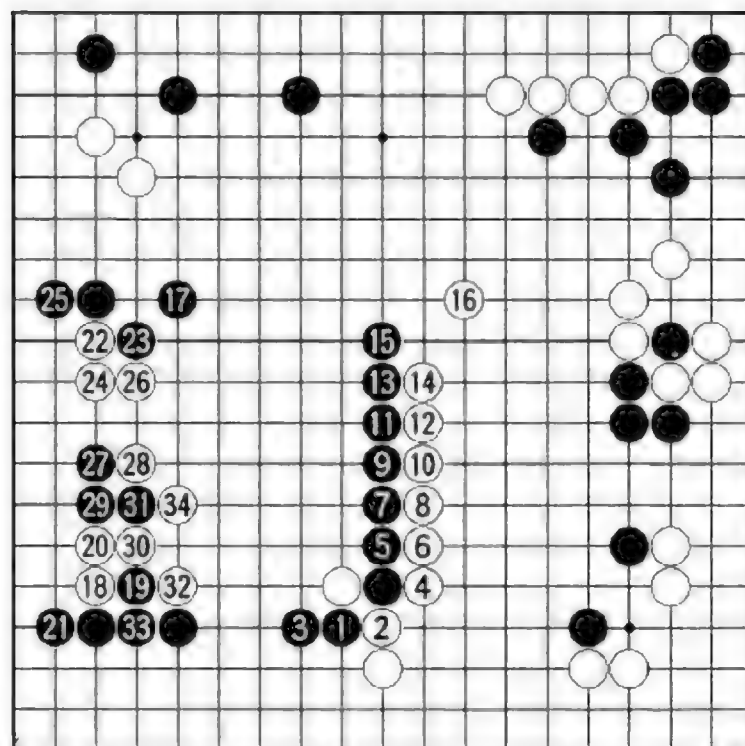
There are various possibilities for White 38. He could follow the proverb ('answer a capping move with the knight's move') with 1 in Dia. 3, but since White is already strong in the bottom right corner this is not interesting. Black will attach at 2; if then White 8, Black builds thickness by pushing along at 3, but if White hanes at 3, Black still builds thickness with the continuation to 12. Either way, this would be a losing game for White. A knight's move in the other direction, with 1 at 'a', would be no better; Black would be happy to attach at 'b'.

The remaining possibility is White 1 in Dia. 4. Black answers simply with 2 and 4, building thickness which affects the whole centre, while White is overconcentrated on the right side. This is bad for White, so attaching on the other side, as in the game, is correct.

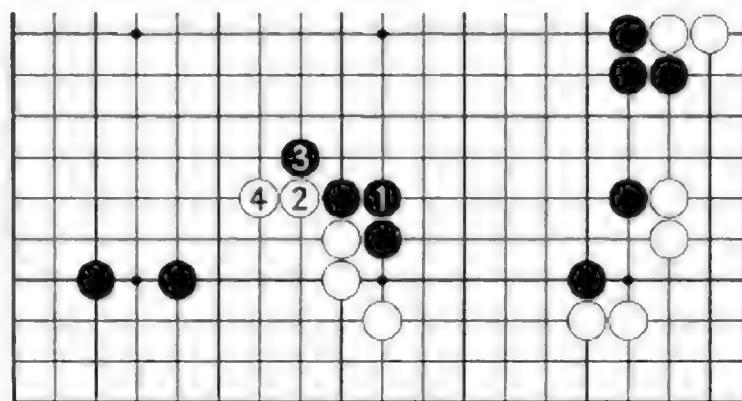
Black 39. White's main concern when he plays 38 is the possibility of the cut at 1 in Dia. 5, but this does not seem to work well here. After 3, White pushes up with 4 etc., securing an enormous territory on the right side. Black's moyo on the left may be potentially bigger, but there is no way that he can turn it into secure territory with just one move. To give one example, Black might try jumping to 17, but White can try something with the contact plays at 18 and 22. After 26, Black has to invade at 27 to stop White from getting two eyes, but White counters at 28 and should be able to save the group. Of course, there are many other variations, but still it seems unreasonable for Black to expect to take the whole side. A move like 17 at 26 would be more solid, but it would not be big enough. For that reason White is not afraid of the cut at 1.



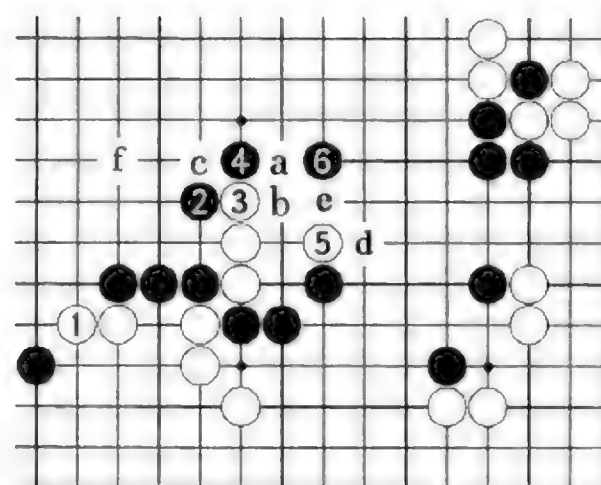
Dia. 4



Dia. 5



Dia. 6



Dia. 7

Black 41 is a severe move: Black is prepared for White's cut at 42. Black rejected 1 in Dia. 6 as White moves into his moyo with 2 and 4.

White 48 seems necessary. If White extends at 1 in Dia. 7, Black will launch a severe attack with 2 to 6. This looks bad for White. If White plays 5 at 'a', Black of course cuts at 'b'. If instead White plays 5 at 'c', Black again answers at 'b' and wins the fight. Actually there is a counter to this attack for White. Instead of 3 White can try attaching at 5 immediately. In that case Black will hane at 'd'; if White then plays 3, Black will give atari at 'e'. Next White 'c' and Black 'f' would follow. This sequence strengthens Black's group on the right, so he would be satisfied.

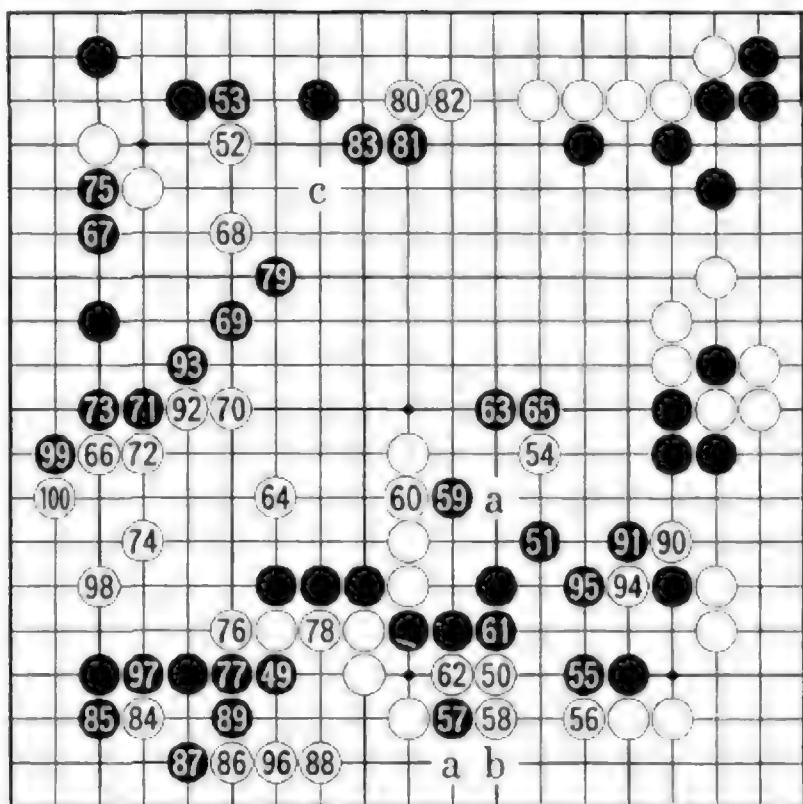


Figure 2 (49 - 100)

Figure 2 (49 - 100)

Black 49. Sealing White in here means that Black has achieved his initial objective. The fight has been a success for him.

Black 51 is a calm unhurried move. Black 'a' looks like good shape here, but it would give White an annoying peep at 51.

Black 55 - 59. An excellent sequence for Black. Black 61 next is sente (if Black 62, White 'a', then Black 'b'), after which Black 63 immobilizes the white stone. If White cannot escape, that means that 54 was an overplay (it should have been at 63). If White pushes up at 65, Black makes too much centre thickness. White would prefer to play 1 in Dia. 8.

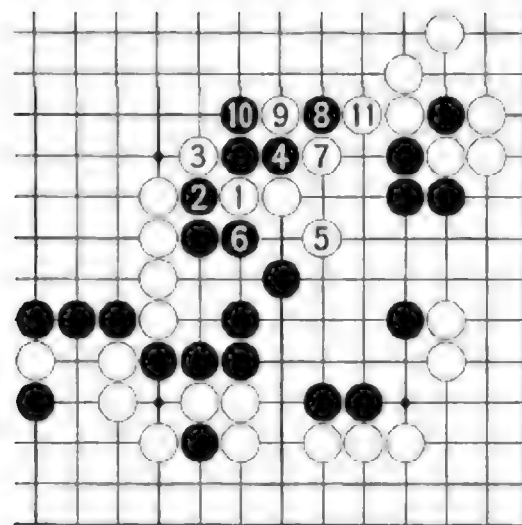
Dia. 8. If White 1, Black plays 2 and 4. White 5 next is the strongest move; if Black 6, White escapes with 7 to 11 and Black collapses. However, instead of 6 -

Dia. 9. Black has the tesuji of 1. White is helpless.

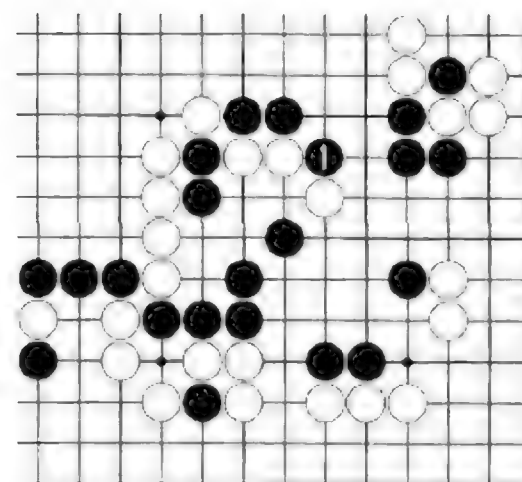
When White reinforces his centre group with 64, White 65 becomes more of a threat, so Black takes a firm grip on the white stone with 65. Settling this group with the extra profit of a captured stone is decisive: the game is won for Black.

Black 77. Since White now has a position on the left side, Black simply discards his three centre stones. If White had played 76 earlier, Black would have countered with 2 and 4 in Dia. 10.

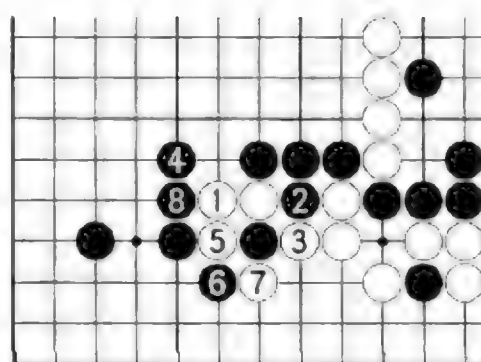
White 80. It is very difficult for White to save the group on the left after Black 79. If



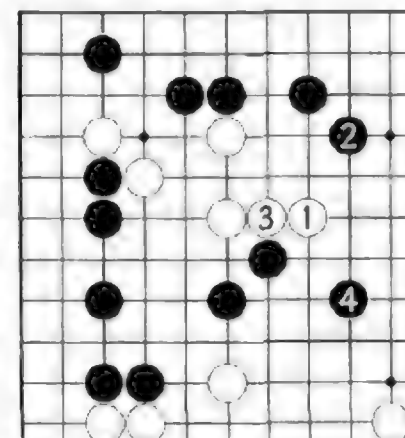
Dia. 8



Dia. 9



Dia. 10



Dia. 11

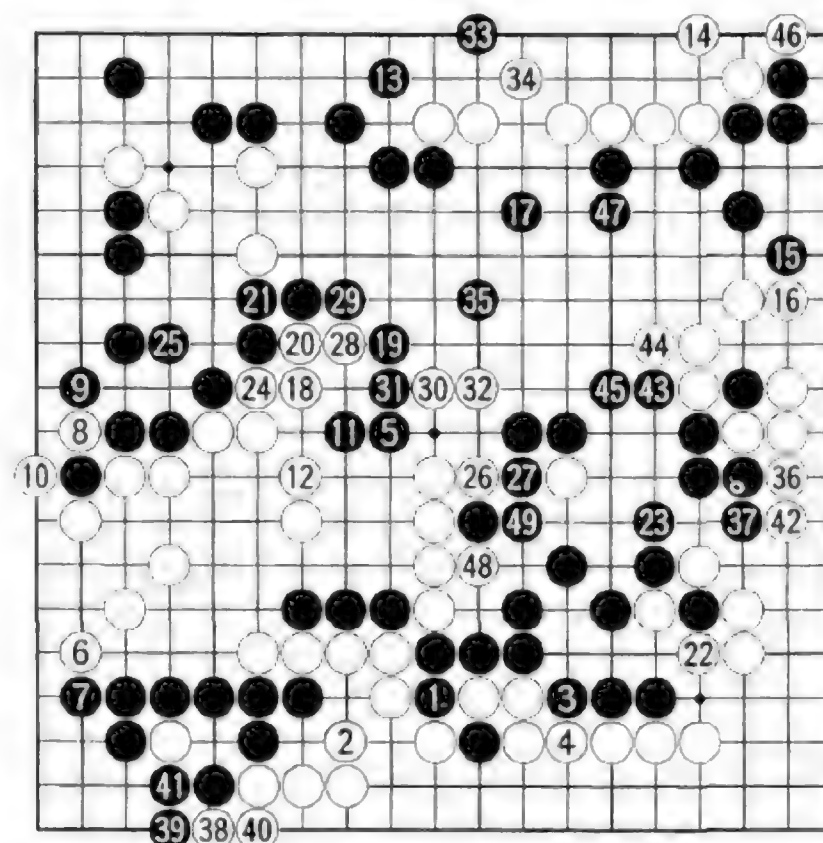


Figure 3 (101 - 149)

he tries with 1 in Dia. 11, he seems to be heading for bad trouble after Black 2 and 4. If instead White 'c' in the figure, Black extends to 82, threatening the group at the top right. White cannot attempt to save both these groups, so compromising with 80 is best.

Figure 3 (101 – 149)

The moves in this figure do not affect the outcome. This game shows how hard it is for White to win a no-komi game if his play is the slightest bit slack.

Moves after 149 not recorded.

Black wins by 9 points.

(‘Igo Shincho’, May 1972)

Genjo v. Hayashi Mon’etsu (1801)

For a change of pace, here is a game which features a fierce, protracted fight. Genjo’s opponent, Mon’etsu, was the 9th head of the Hayashi school. He played his first castle game as a shodan in 1775 and by the time of his retirement in 1813 he had played 42 castle games. He was then 6-dan, but was promoted to 7-dan before his death in 1816.

White: Honinbo Genjo

Black: Hayashi Mon’etsu

Played on 17 November 1801 at Edo Castle

Commentary by Segoe Kensaku

Figure 1 (1 – 50)

White 16 – Black 31. From the point of view of tewari, this result is favourable for Black (i.e.

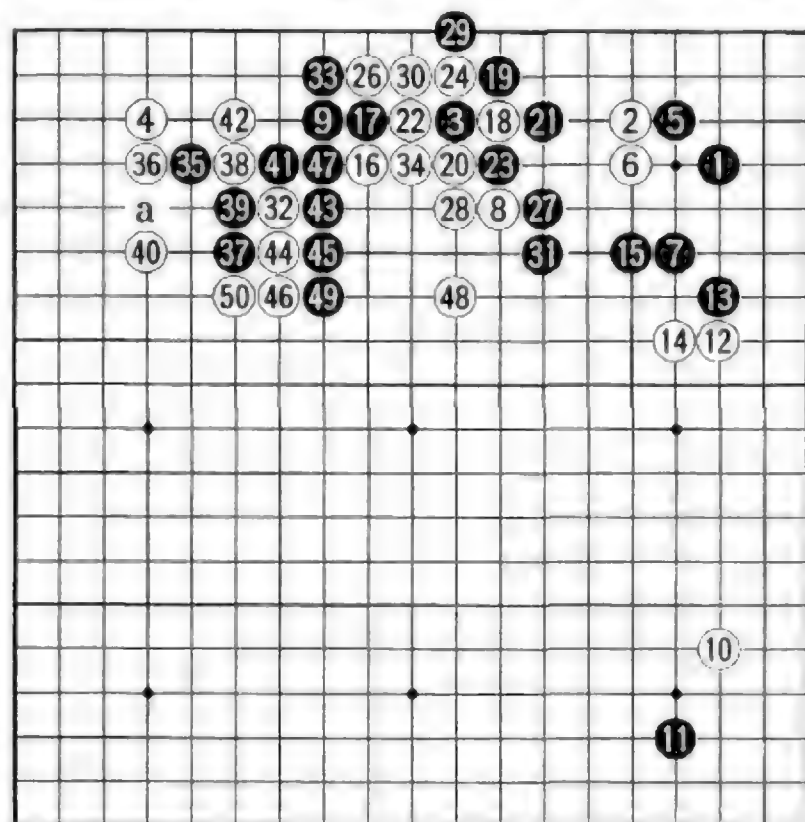


Figure 1 (1 – 50)
25: connects

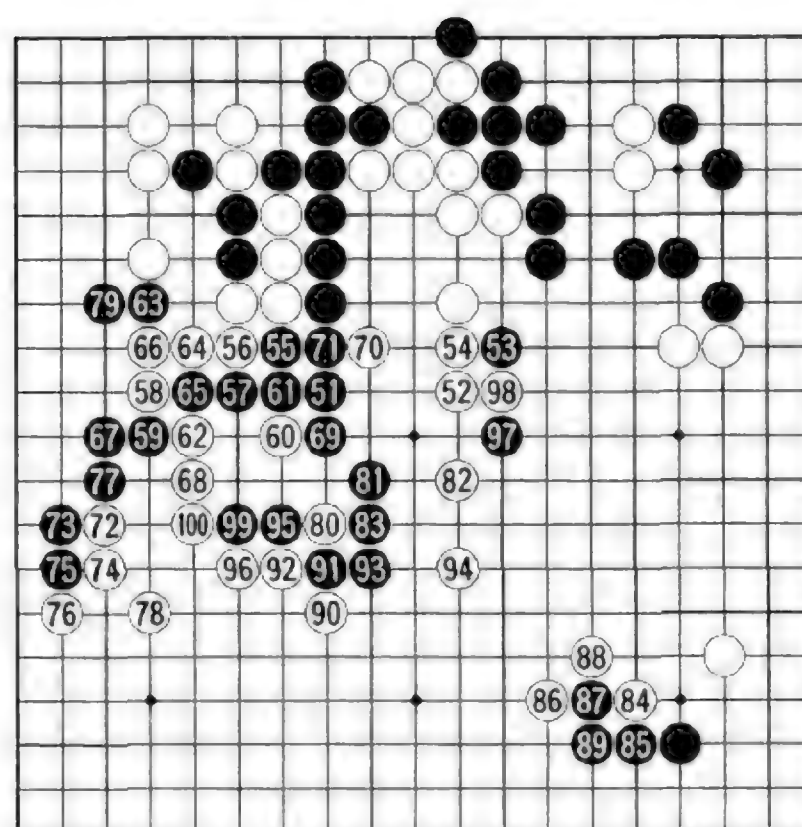


Figure 2 (51 – 100)

if one removes Black 1 and 5 and White 2 and 6 and considers the area that Black has surrounded).

Black 33. An approach move at 'a' is preferable. White 40 is a good move and from this point on White holds the initiative in the running fight.

Figure 2 (51 – 100)

Black 63 is a clever tesuji: it proves useful later in helping Black to live on the side.

Figure 3 (101 – 150)

Black lives with 1, then promptly goes on the attack again with 3 to 7. This fight is not so long drawn-out; it ends with the exchange up to 37. The game is now very close.

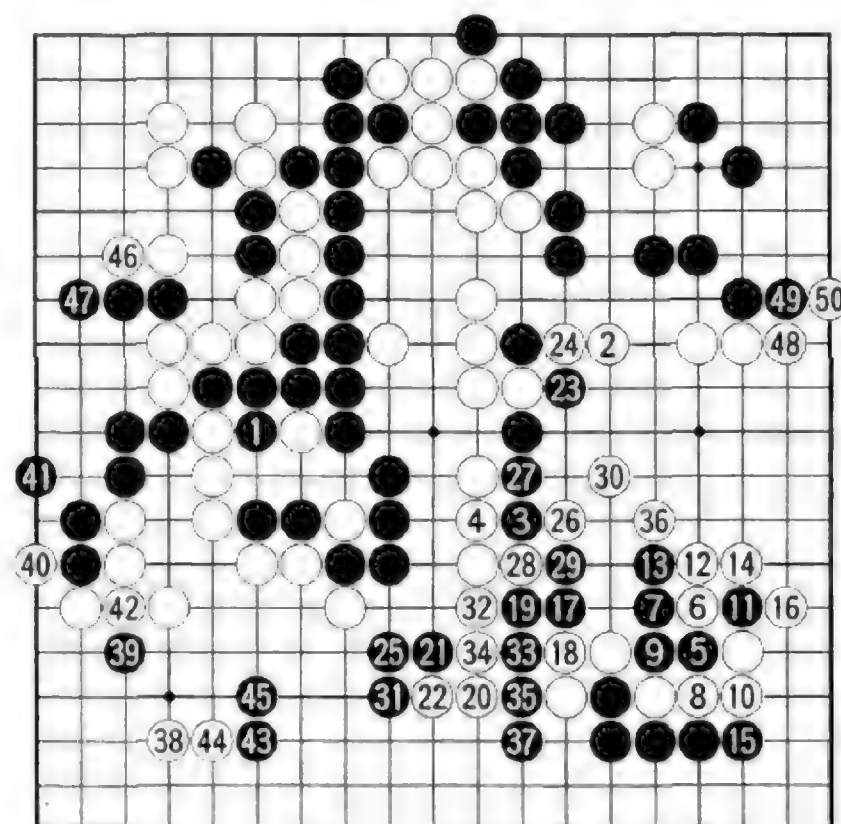


Figure 3 (101 – 150)

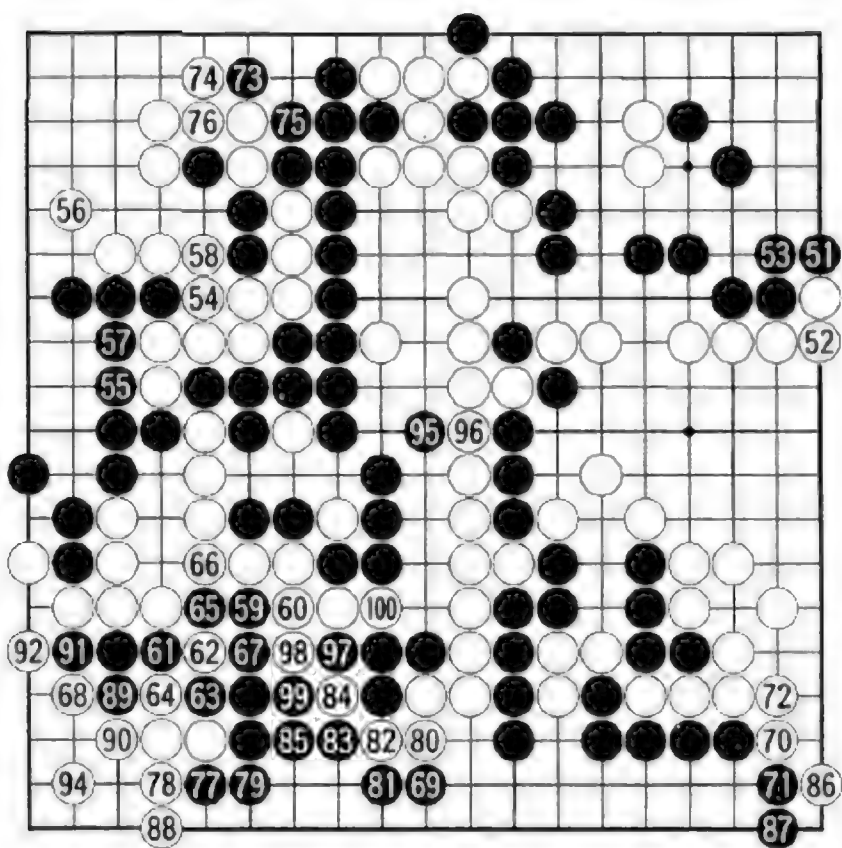


Figure 4 (151 – 200)
93: connects

Figure 4 (151 – 200)

White 56. Jumping to 69 might be better.

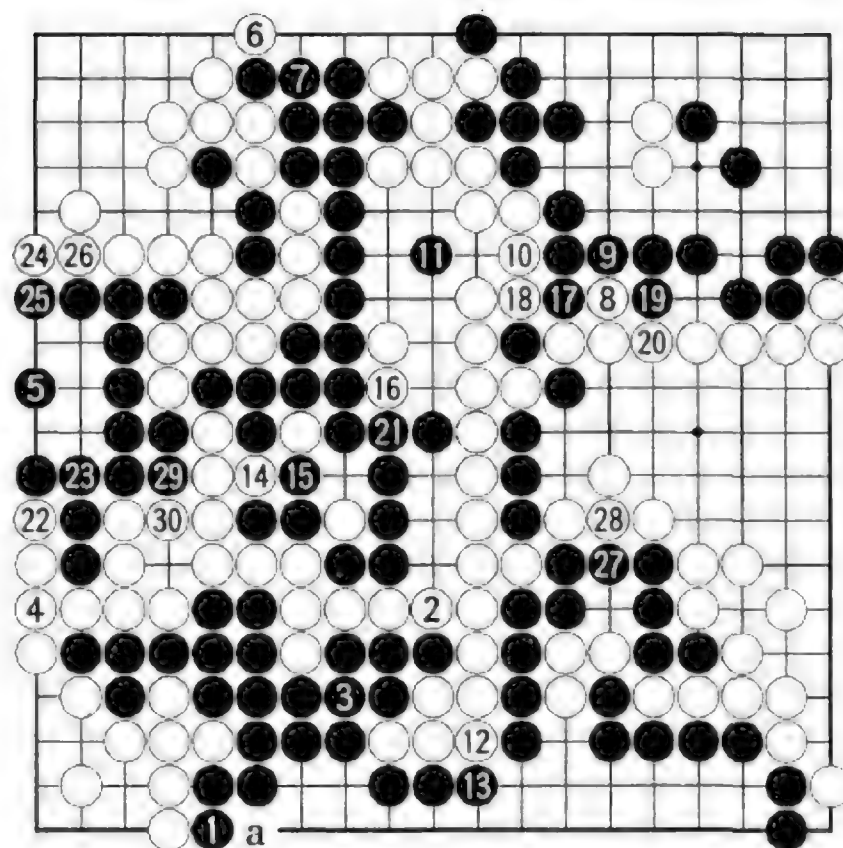


Figure 5 (201 – 230)

Figure 5 (201 – 230)

Black 1 forestalls White 'a'.

Result a jigo

7th Meijin Title: 5th Game

Continued from page 35

lives with 2 and 4. White has to make eyes himself with 'a', so he does not have time to capture at 'b'.

White only plays on to 'make shape' for resignation.

White resigns after Black 183.

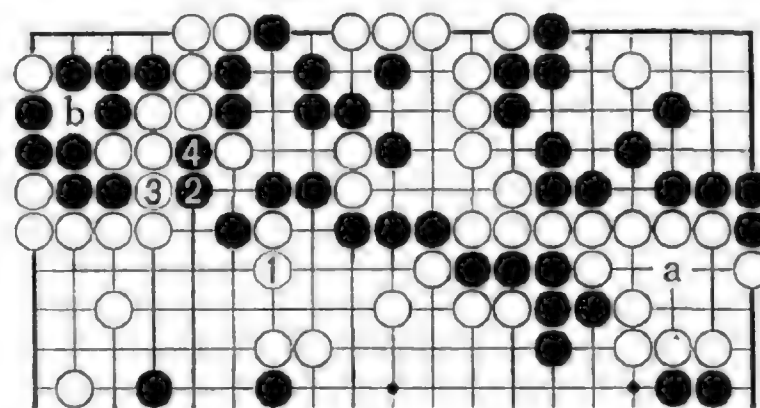
(Time taken. White: 7 hours 5 minutes

Black: 8 hours 59 minutes)

('Igo Club', January 1983)

With this win Cho Chikun won the Meijin title for the third year in a row, a record which equals that of Rin Kaiho (though Rin has done it twice).

Cho's record in Meijin title matches is now 12 wins to 2 losses (plus one 'no result'), which indicates just how he is dominating this tournament. Throughout the current series Cho demonstrated that his greatest strengths are the precision of his reading, which is probably second to none in its depth and its breadth, and the tenacity of his play when under time pressure. Even when the opponent takes the lead, Cho fights on so tenaciously and stubbornly that more often



Dia. 11

than not he is able to prevent that lead from being converted into a win. So long as Cho maintains this relentless fighting spirit, it is going to be very hard to take any of his titles away from him.

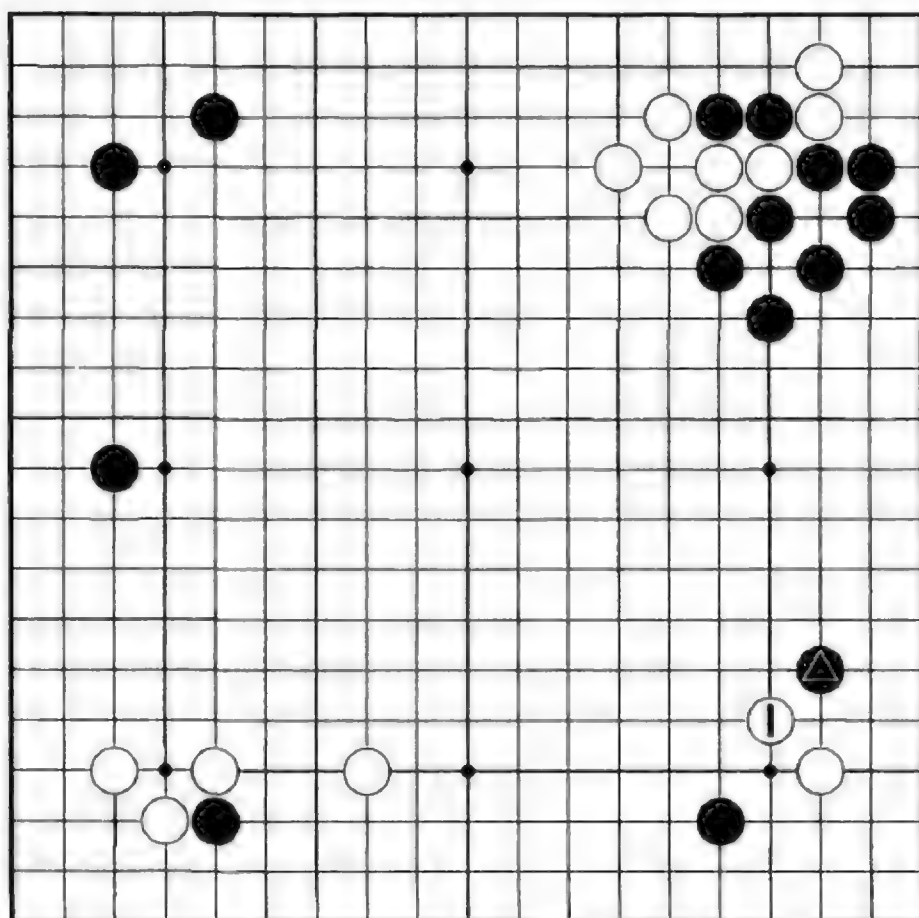
For Otake fans this was another disappointing series. Once again Otake did not do full justice to himself, though he should be commended for his valiant play in the second and third games, when he was handicapped by bad health. The final verdict is not yet in on the rivalry between him and Cho, and we can look forward to a return match before very long.

(Games 1 to 5 translated by John Power)

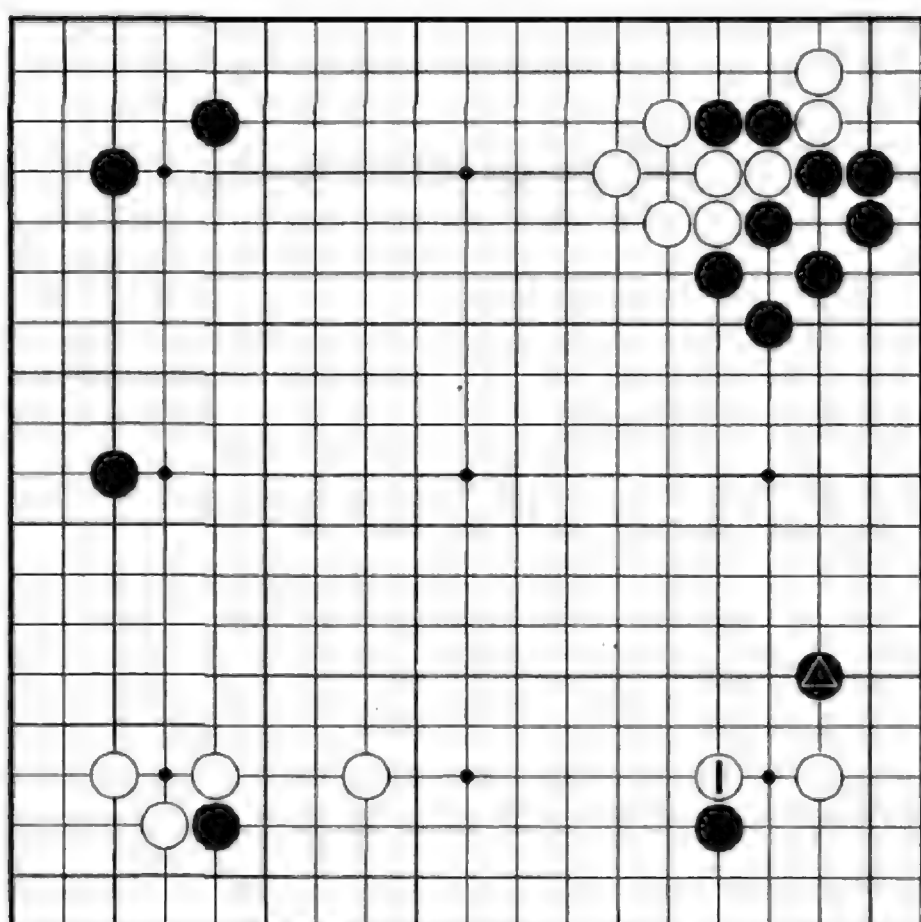
The Great Joseki Debate

Honda Kunihisa 9-dan

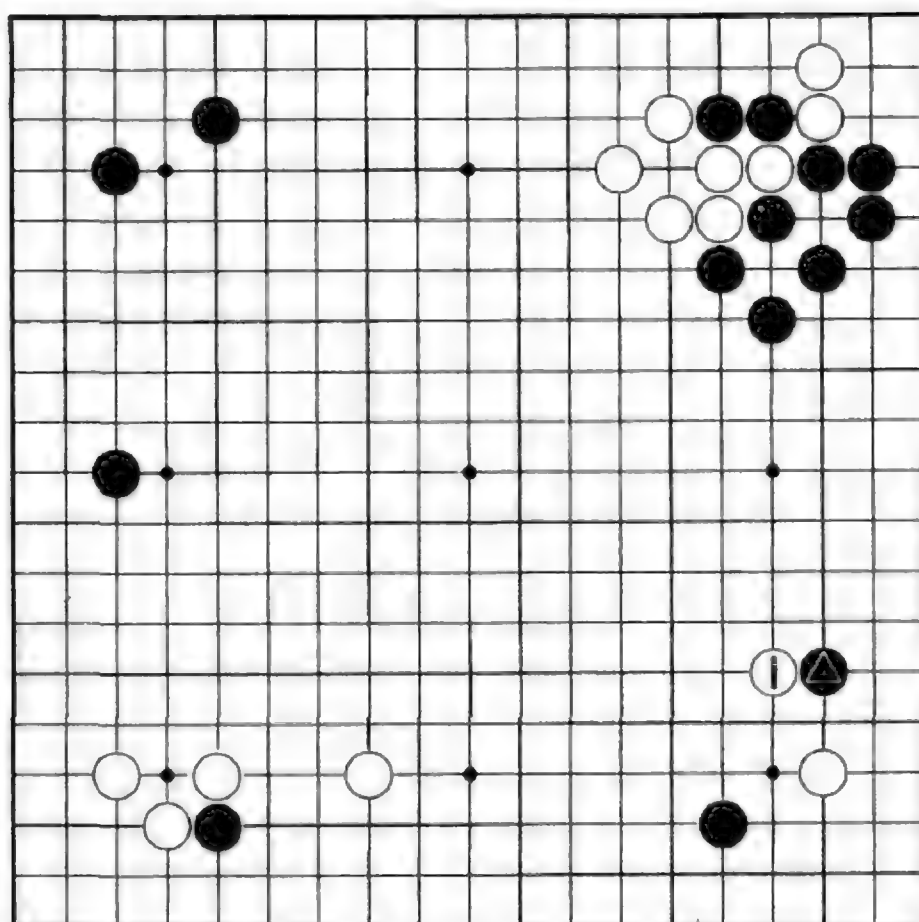
How to choose a joseki in relation to the board as a whole is the theme of this debate. Black has just played the pincer (marked stone) in the lower right corner, and three proposals are being made for White's next move. Which one do you think fits the opening best?



Dia. A



Dia. B



Dia. C

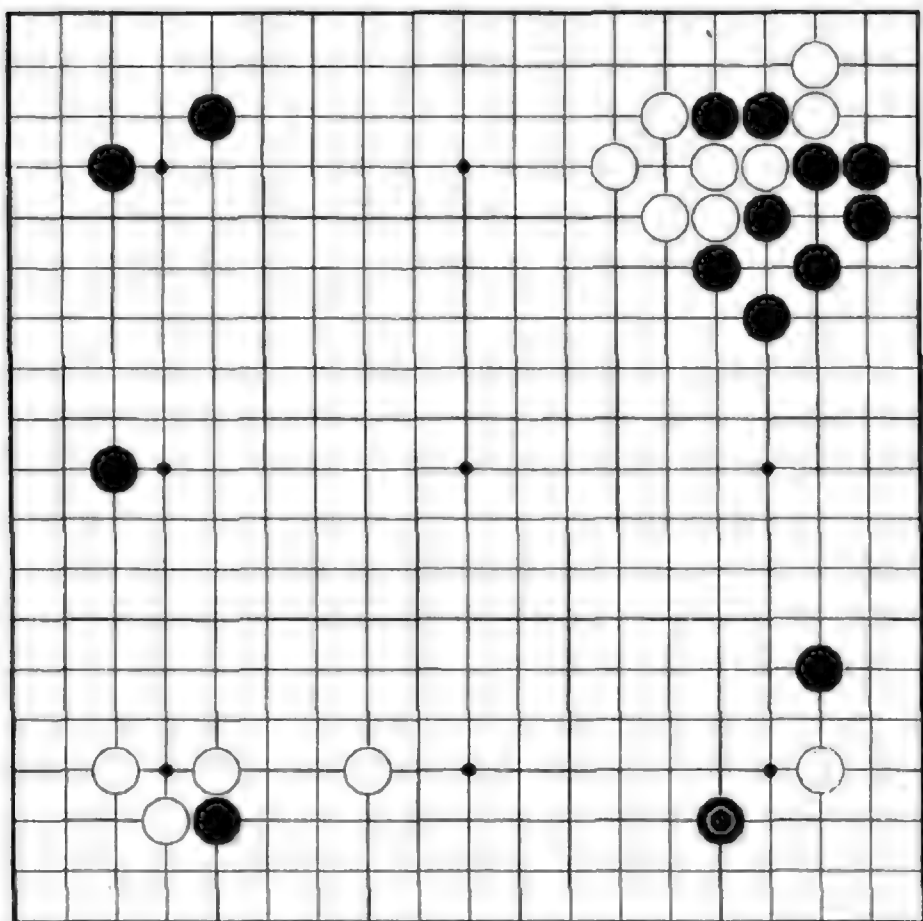
A: White can't tolerate being shut in, so he has to get out to the center somehow. I don't see anything wrong with the usual diagonal move at 1.

B: Black seems ready to make a lot of territory on the right. To prevent that, White should attach at 1. This follows the principle that if you want to play on one side, lean on the other side first.

C: You've got the principle right, but you've got the application wrong. White wants to attack the black stone at the bottom, so he should attach against the marked stone. He doesn't have to worry about giving Black territory on the right.

Fuseki Analysis

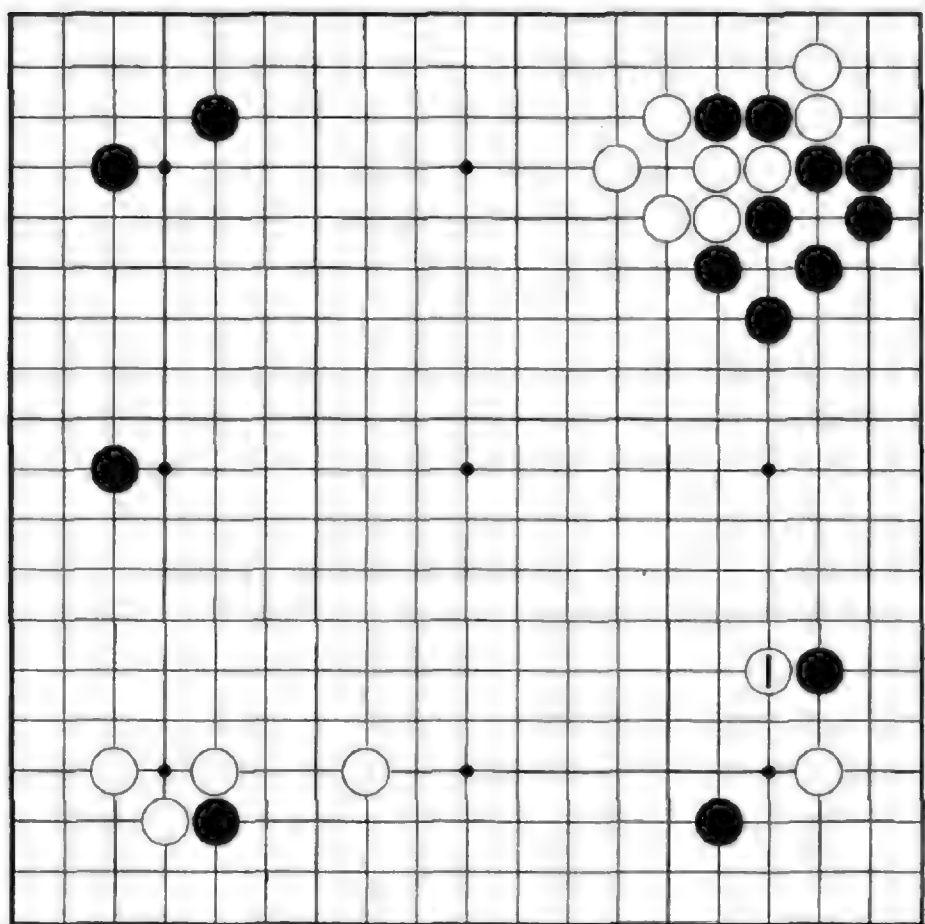
Since josekis work effectively in a certain direction, it is necessary to examine the positions along the adjacent sides or in the adjacent corners when choosing a joseki for a particular opening. Positions in the opposite corner are usually only a factor when a ladder is involved. In this issue's fuseki (fuseki diagram, next page), the positions in the upper right corner and at the bottom will determine the choice of joseki.



Fuseki Diagram

In the upper right, Black has built superb thickness by capturing two white stones. Since it is not safe for White to play near such a strong position, it is clear that White will have to choose a line of play that lets Black have the right side as territory.

At the bottom, White can be said to have the advantage, though the position there is not as well-defined as the right side. White's aim should therefore be to develop his influence and enlarge the bottom. The best way for him to go about it is to use his stone in the lower right corner to attack the circled black stone.

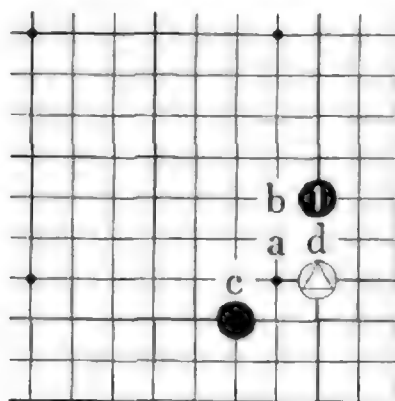


Dia. 1

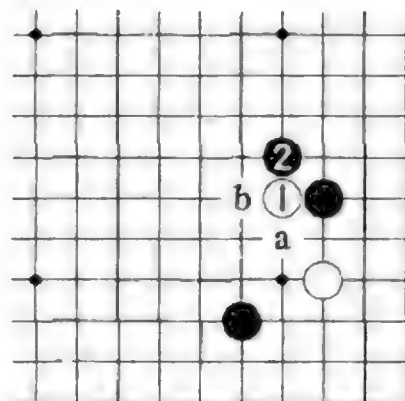
C Wins the Debate

The attachment at 1 in Dia. 1 is the move that lets White develop at the bottom while giving Black the right side as territory. Before looking at the continuation, let's look at the joseki in isolation.

Black usually plays 1 in Dia. 2 when he wants to make use of influence in the upper right corner. White's four replies are 'a', 'b', 'c', and 'd', of which 'a' is the most common.

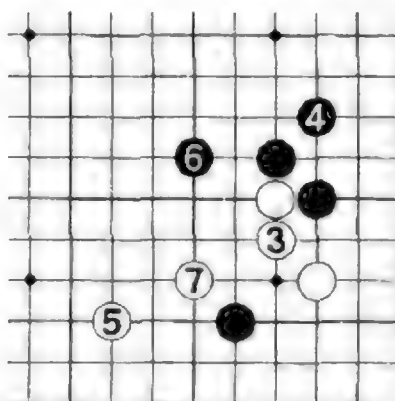


Dia. 2

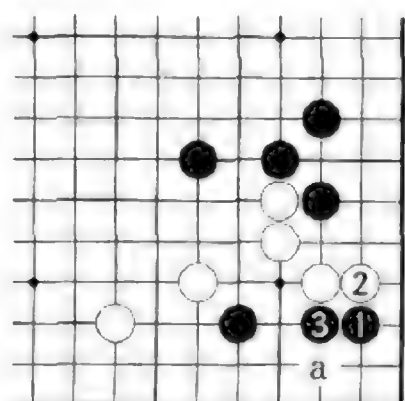


Dia. 3

When White attaches at 1 in Dia. 3, Black 2 is the only move. White can then either pull back at 'a' or extend at 'b'. The pullback at 3 in Dia. 4 results in the basic joseki to 7. Black's jump to 6 is the key move for developing influence.



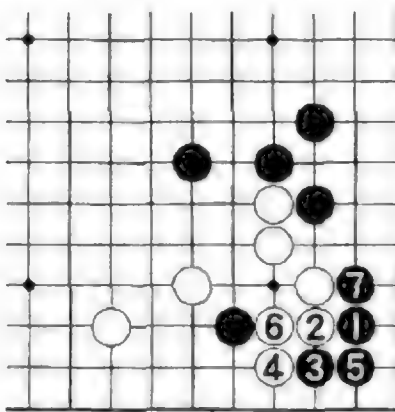
Dia. 4



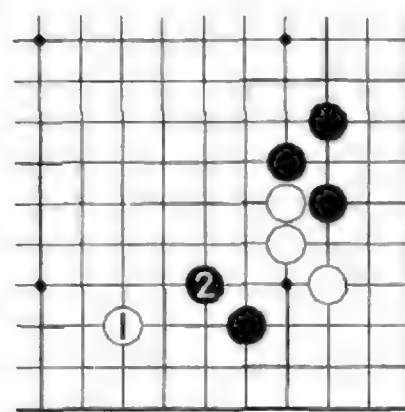
Dia. 5

White's corner may seem unjustifiably large, but in fact Black has a nice reducing move at 1 in Dia. 5. White cannot cut him off with 2 because Black lives with 3 or 'a', so his only choice is to give in with the sequence to 7 in Dia. 6.

Instead of 6 in Dia. 4, Black can put his

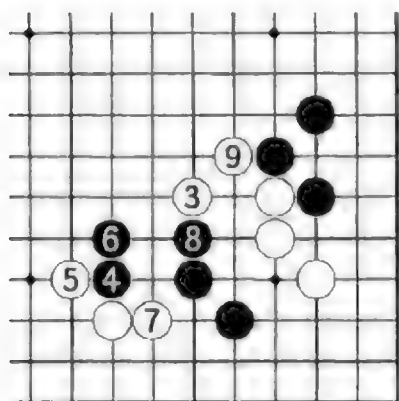


Dia. 6

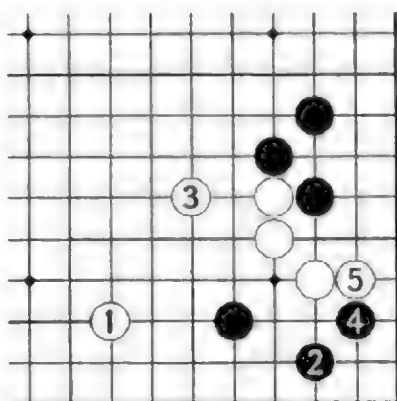


Dia. 7

corner stone in motion with 2 in Dia. 7. White jumps out to 3 in Dia. 8 and Black attaches and extends with 4 and 6. The continuation to 9 is likely, after which each side will have his hands full looking after two groups.

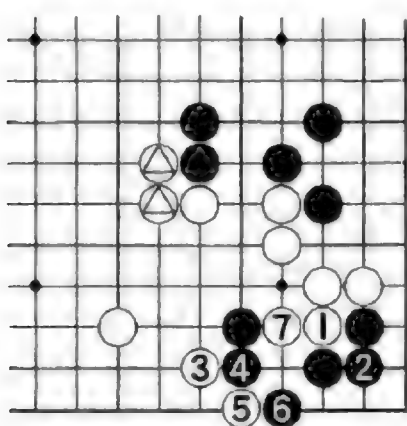


Dia. 8

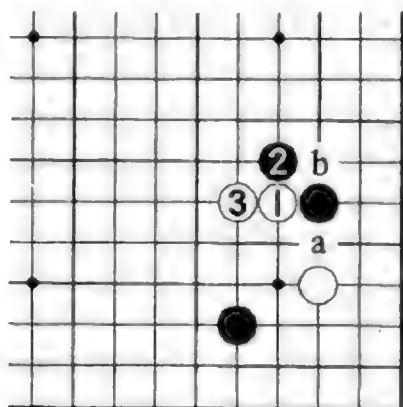


Dia. 9

Running into the corner with 2 in Dia. 9 is another alternative for Black, but it cannot be recommended as White is happy to play 3. Although Black lives with 4, his right side territory is reduced by White 5. If White later becomes stronger by an exchange like the one in Dia. 10, Black will be in trouble after the sequence to 7.



Dia. 10

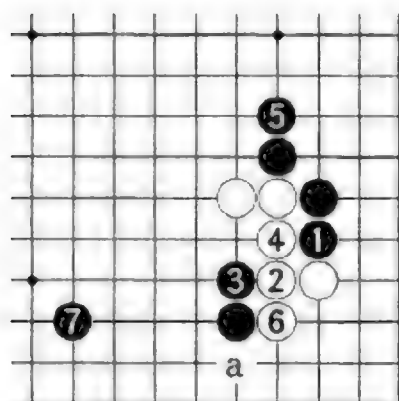


Dia. 11

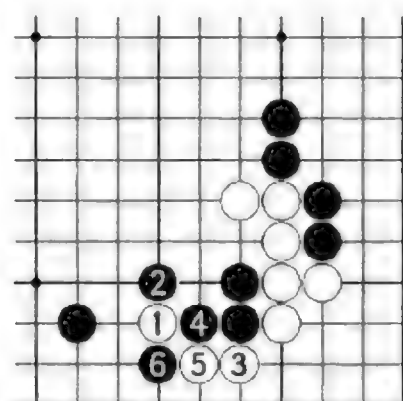
The second variation for White is 1 and 3 in Dia. 11. Black's two answers are at 'a' and 'b'.

Black 1 in Dia. 12 is a natural move. Black then forces once with 3 and protects with 5. If White defends solidly, Black extends to 7 and the joseki comes to a pause. If White omits 6 and pincers from the direction of 7, fighting will break out immediately.

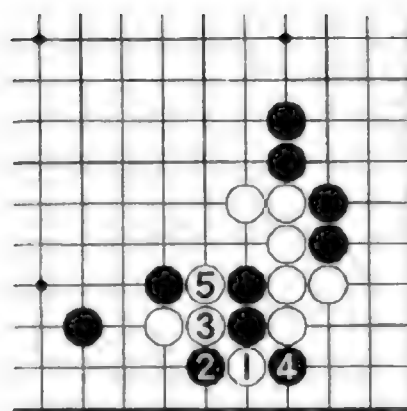
After the joseki, White 1 and 3 in Dia. 13 are



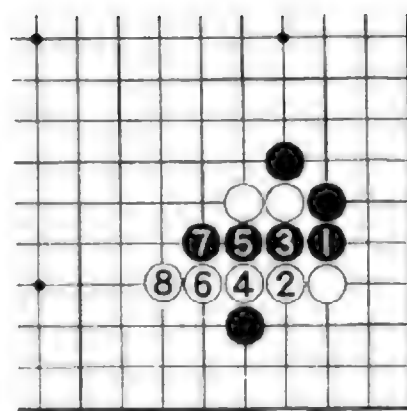
Dia. 12



Dia. 13



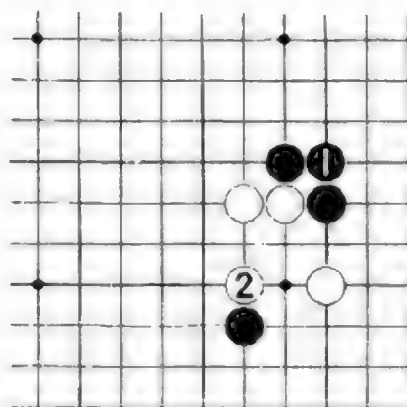
Dia. 14



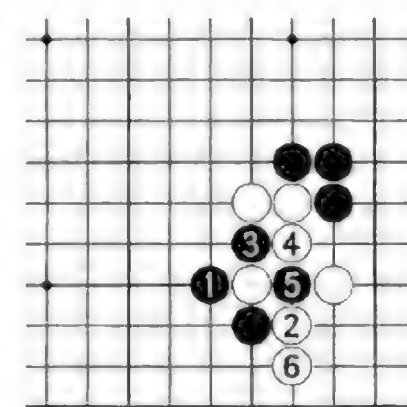
Dia. 15

sharp moves. Black wants to block at 2 in Dia. 14, but it is unreasonable. Should White neglect to play 1 in Dia. 13, Black 'a' in Dia. 12 becomes a good move.

Instead of 3 in Dia. 12, Black might consider pushing through to 7 in Dia. 15, but this gives White too much territory.

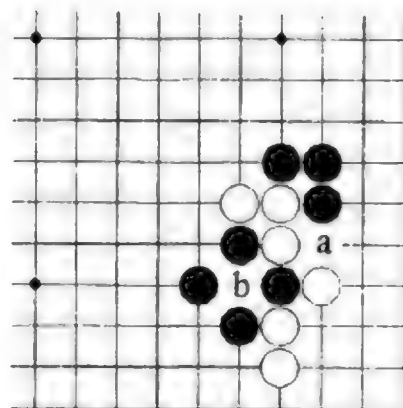


Dia. 16

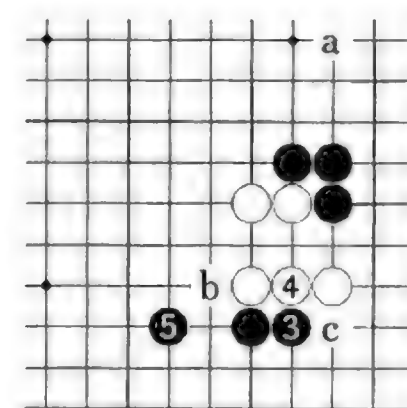


Dia. 17

When Black connects at 1 in Dia. 16 after White 3 in Dia. 11, White 2 is the point for making shape. If Black then follows the proverb that advises playing a hane against an attachment, as in Dia. 17, he will get bad shape. White blocks at 2 and, when Black takes the white stone, descends to 6. In the result in Dia. 18, Black cannot very well fight the ko if he cuts at 'a', yet if he connects at 'b', letting White connect at 'a', his shape is terrible.

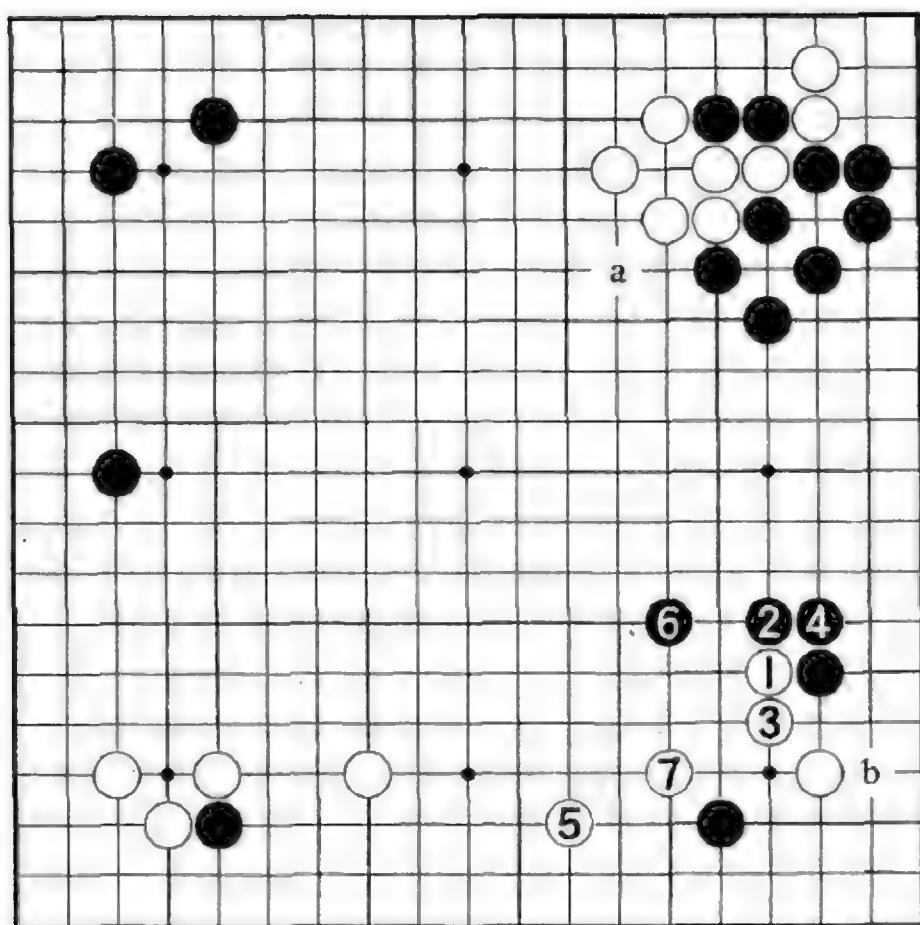


Dia. 18



Dia. 19

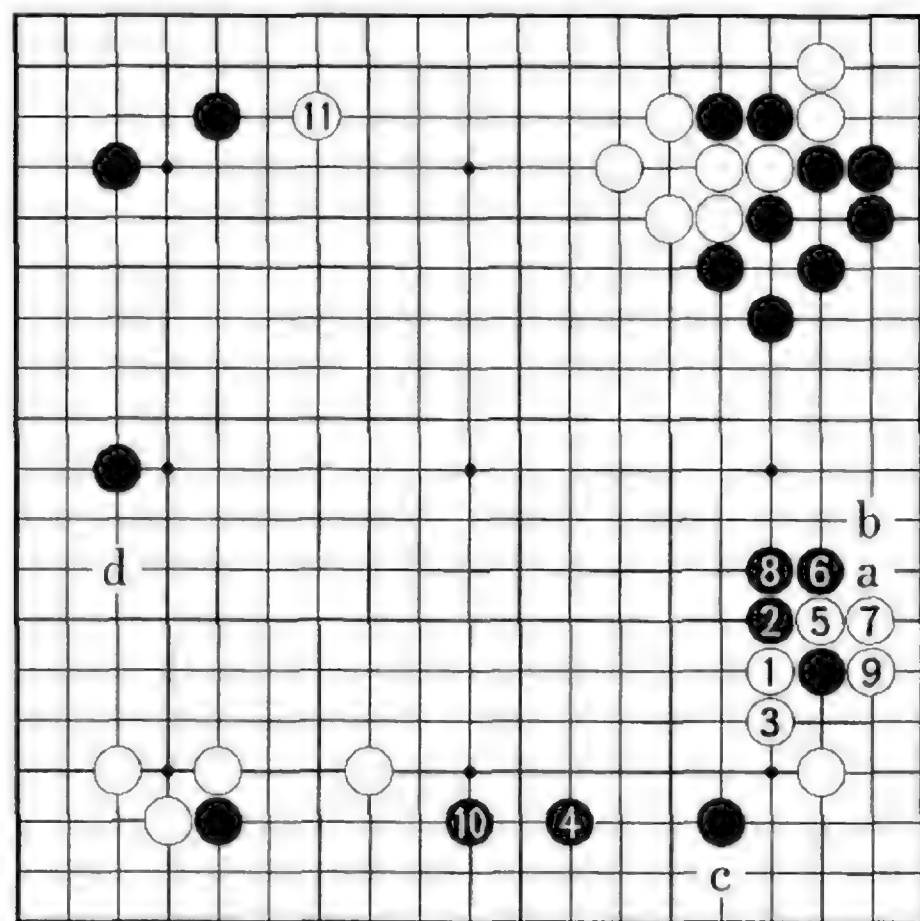
The correct move is the extension at 3 in Dia. 19. After Black jumps out to 5, White can attack at around 'a'. Note that if Black hanes at 'b' with 5, White 'c' becomes sente.



Dia. 20

In this issue's fuseki White will choose 1 and 3 in Dia. 20. Black will probably connect solidly at 4 since he wants to stay as far away as possible from his own strength. Black's territory on the side is considerable after 6, but White's at the bottom does not suffer in comparison. If Black expands the side with 'a', White secures the corner territory with 'b'. At this point the game is still wide open.

Fearing that White's territory will get too large, Black might try extending at 4 in Dia. 21 instead of connecting. White naturally cuts at 5, and capturing a stone with 9 (White could ex-

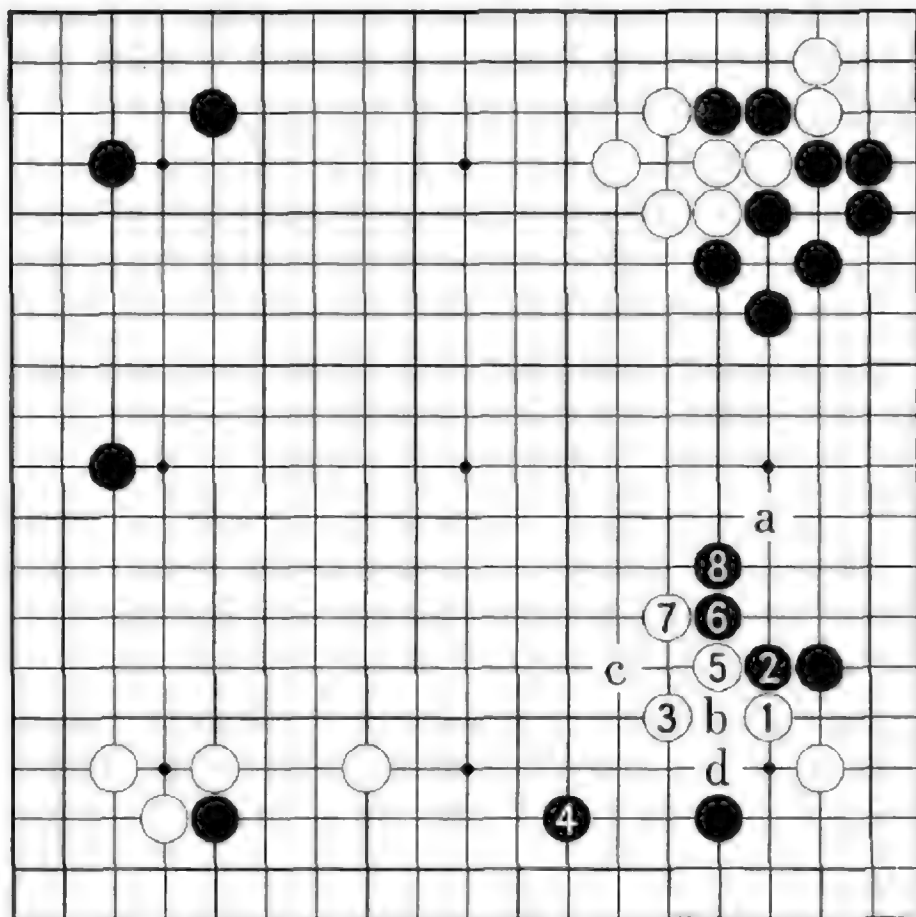


Dia. 21

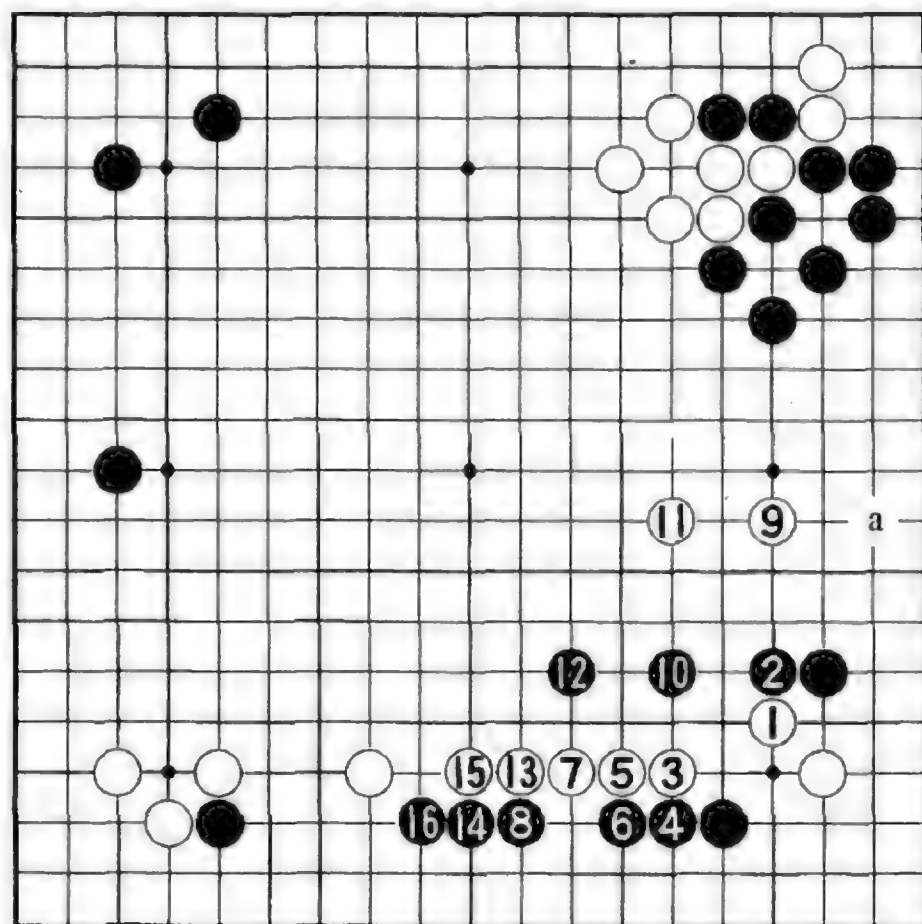
change 'a' for Black 'b' first) makes him thick, while the connection at 8 gives Black overlapping thickness. Since White has the move at 'c', Black should strengthen himself with 10. White then extends all the way to 11 or 'd'. This is not a satisfactory result for Black.

A's Proposal

A proposed the diagonal move at 1 in Dia. 22. Black pushes up at 2 and then takes the good point at 4. Locally White has the pincer at 'a', but in this fuseki it would be poor strategy to play so close to Black's right-side strength. White



Dia. 22



Dia. 23

therefore plays 5 and 7. Black is satisfied to consolidate the right side since he has already played at the bottom.

Also disturbing for White are the peeps at 'c' and 'd': careless play by him could be fatal. The result in this diagram is ideal for Black.

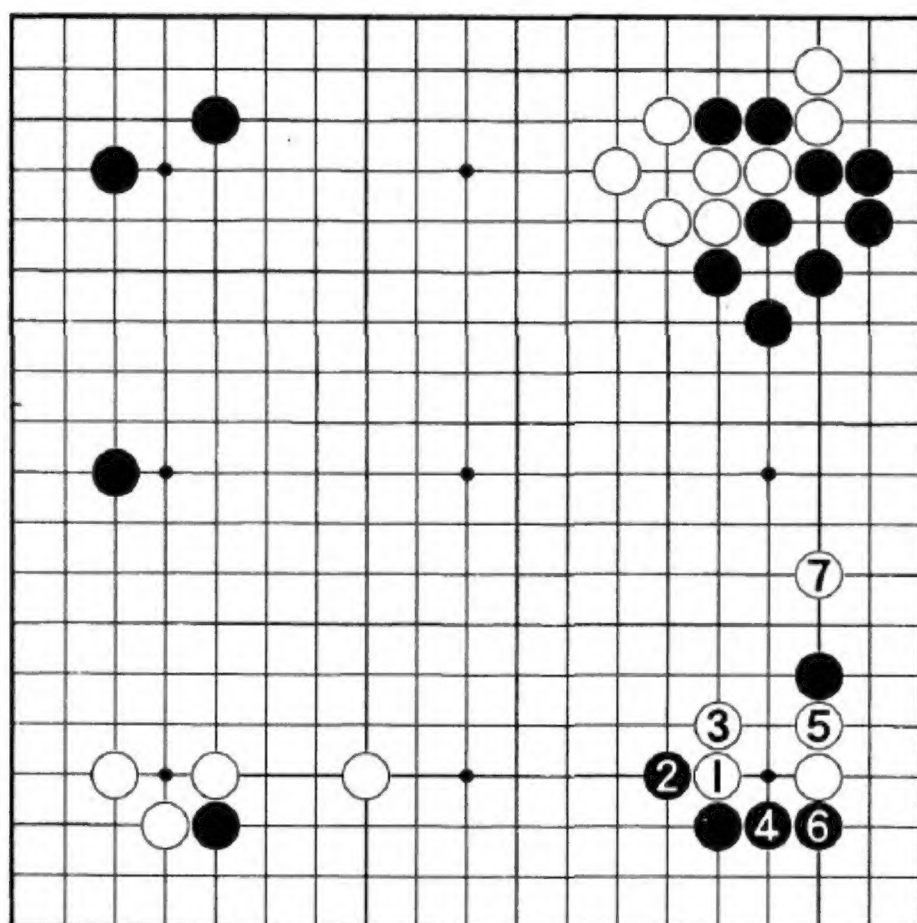
If White switches 3 to 'b', the result is essentially the same when Black extends to 4.

Pressing down with 3 in Dia. 23 instead of 3 in Dia. 22 lets Black devastate the bottom up to 8. To give this move any meaning at all, White must follow up with the attack at 9, but this is an attack without teeth. Black moves out with 10 and 12 and, due to his strength in the upper right, is not under much pressure. If matters came to a head, however, he could always slide to 'a'. The result is that White has played on the equivalent of dame points.

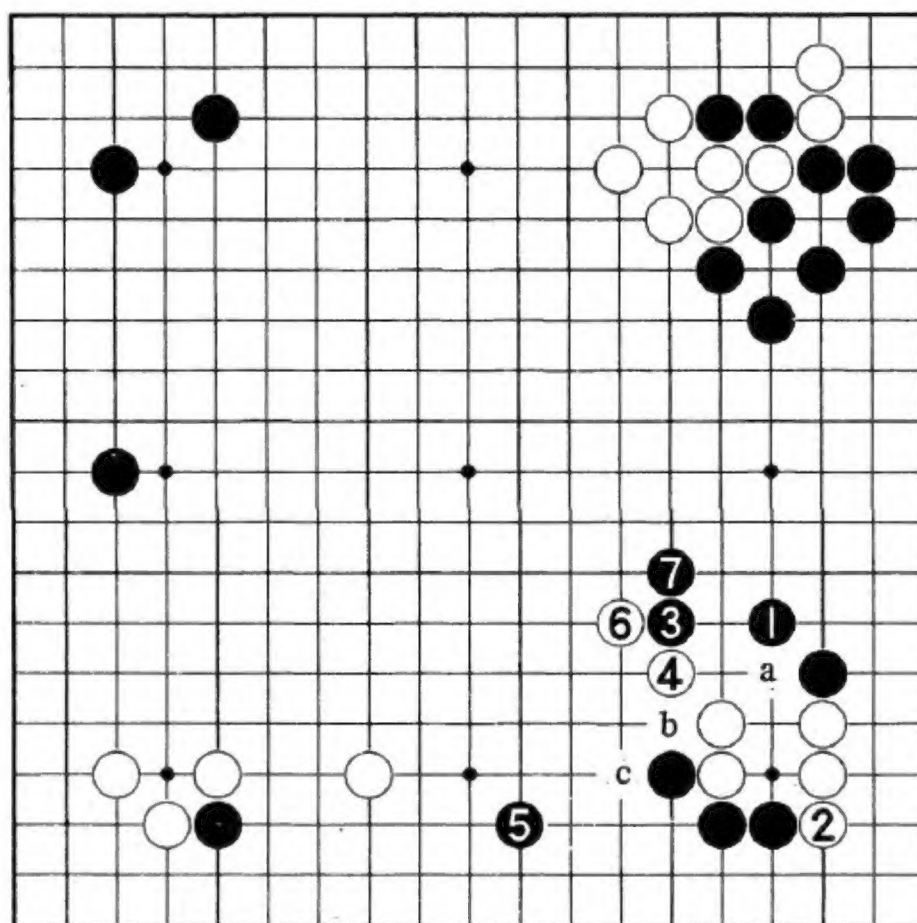
B's Proposal

B's move is the attachment at 1 in Dia. 24. The moves to 7 are a natural flow. If Black occupies the key point at 6, White must extend to 7. Locally Black is satisfied and the result in the diagram is not bad for him.

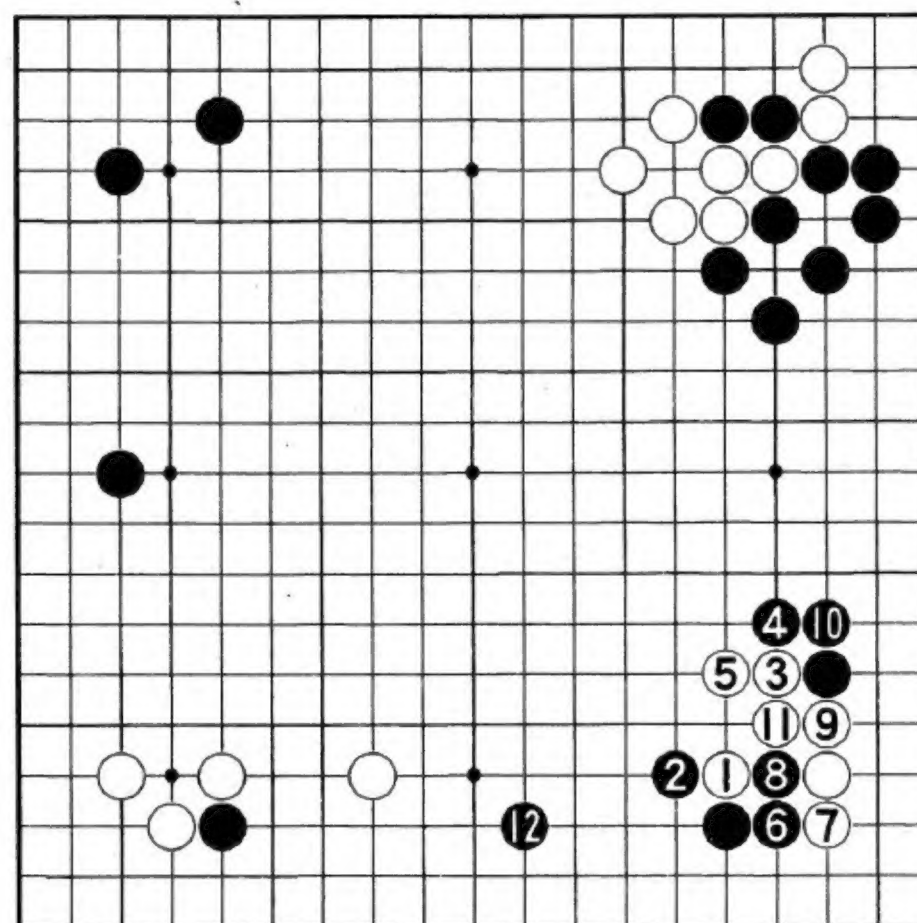
A better move for him, however, is the diagonal move in Dia. 25 (not 'a', which would leave him peeping at both sides of a bamboo joint). When White takes the corner, Black jumps to 3. White 4 is a tesuji (White 'b', permitting Black 'c', is bad), but 5 is an excellent point for Black. Of the results so far, this one is clearly the best



Dia. 24



Dia. 25



Dia. 26

for Black.

Another possibility for White 3 in Dia. 24 is a second attachment at 3 in Dia. 26. The sequence to 12 can be regarded as a joseki, but the result here is not good for White.

The conclusion is that although the correct response (Dia. 20) does not give White a clear advantage, all other choices cause him a loss.

Note: Readers interested in the variations for White 'd' in Dia. 2 should refer to Ishida's *Dictionary of Basic Joseki*, Vol. 2, p. 180.)

('Gekkan Gogaku', May 1980. Translated by David Thayer.)

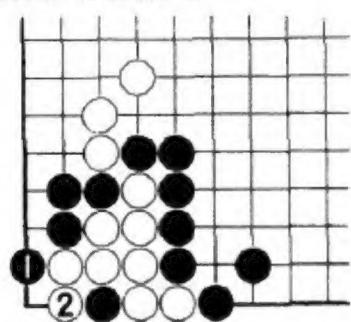
Sacrifice Tesuji Problems: Answers

Answers to problems on page 52

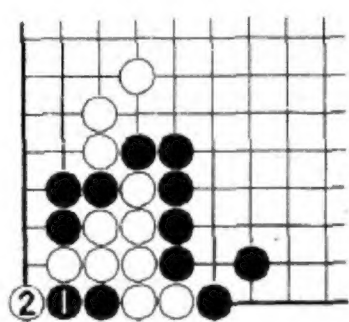
Answer to Problem 1

Dia. 1. Giving atari at 1 looks like the natural move, but then Black loses the semeai. White has an eye, but Black does not: Black can never give atari.

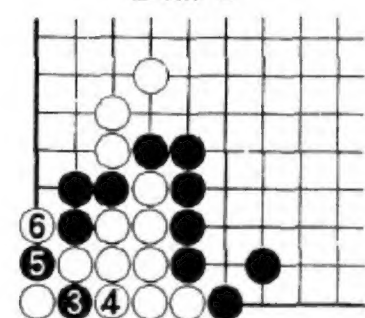
Dia. 2. Black has to sacrifice a stone with 1. After White 2 –



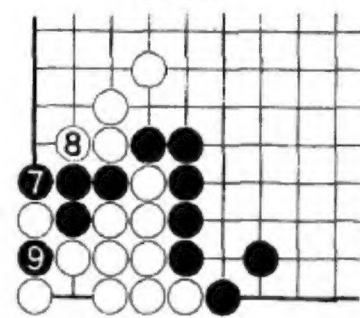
Dia. 1



Dia. 2



Dia. 3



Dia. 4

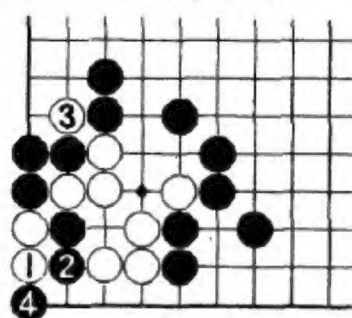
Dia. 3. Black then throws in at 3 and 5,

Dia. 4. Getting a ko in which it is his turn to capture.

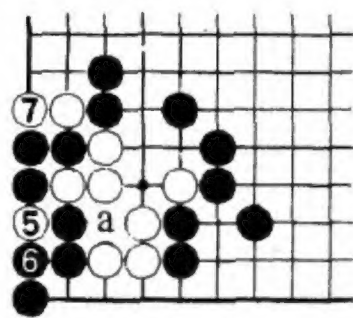
Answer to Problem 2

Dia. 1. Sacrificing a stone with 1 is the first step. After 2 and 4 –

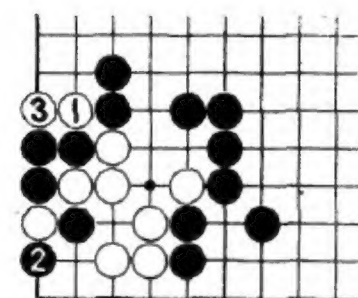
Dia. 2. White captures with 5 and 7. If Black connects at 5, White 'a' finishes him off.



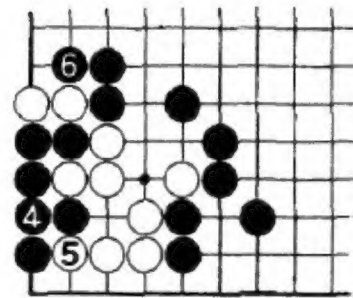
Dia. 1



Dia. 2



Dia. 3



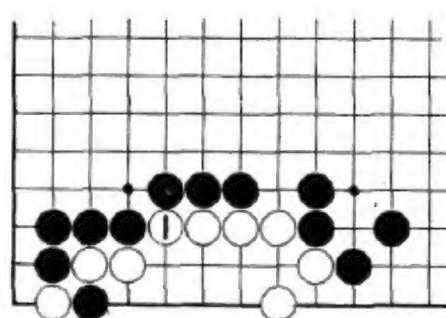
Dia. 4

Dia. 3. If White gives atari immediately at 1, omitting the sacrifice, then –

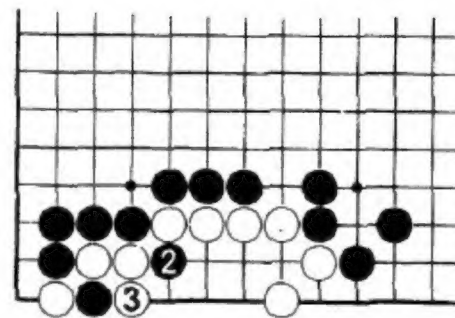
Dia. 4. He loses the fight by a move.

Answer to Problem 3

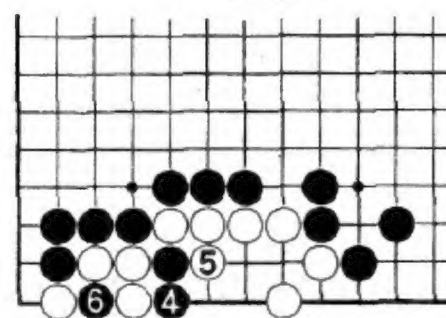
Dia. 1. Playing at 1 is the only way to live.



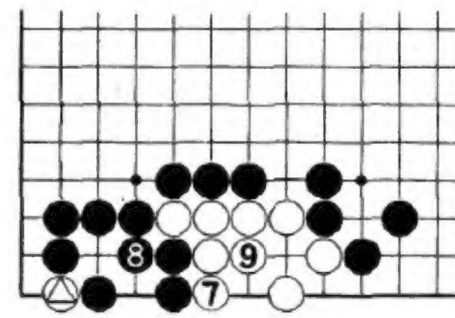
Dia. 1



Dia. 2



Dia. 3



Dia. 4

Dia. 2. White lets Black capture with 2. Taking a stone next with 3 is important.

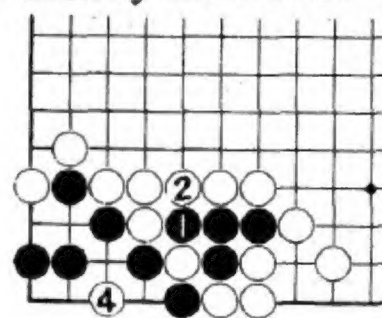
Dia. 3. White seems to have run out of eye-space after Black 4 and 6, but –

Dia. 4. White 7 makes miai of 8 and 9. Black has to connect at 8 because of the marked stone.

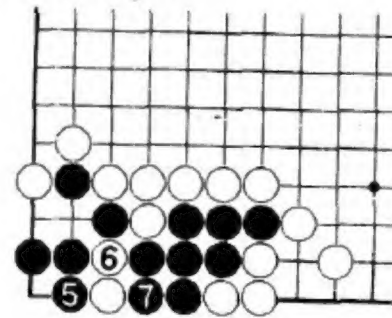
Answer to Problem 4

Dia. 1. Black captures at 1, then connects with 3. White must play in at 4.

Dia. 2. Black then blocks at 5. White sets out to destroy the second eye with 6, but –

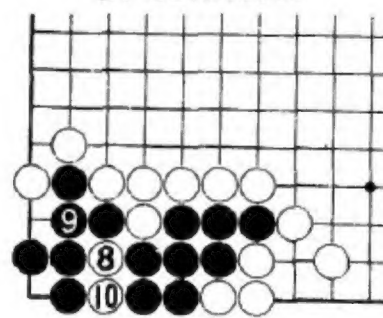


Dia. 1

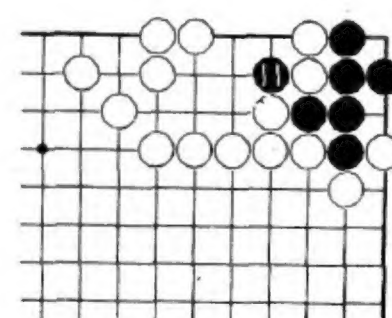


Dia. 2

3: connects



Dia. 3



Dia. 4

Dia. 3. When White plays in again at 8, Black ignores him, connecting at 9. If White then captures with 10 –

Dia. 4. Black strikes back with 11, making a second eye. This is a good example of an 'ishi no shita' (under the stones) tesuji.

(From a supplement to the April 1980 issue of 'Gekkan Gogaku'. Other problems from this supplement were given in GW21, page 55.)

BOOKS KINOKUNIYA

A COMPREHENSIVE CENTER FOR BOOKS ON JAPAN AND ASIAN STUDIES

With a permanent stock of more than 80,000 books and magazines, Kinokuniya always offers you the latest Japanese- and English-language material. Moreover, it is a great place to go when shopping for Japanese records, prerecorded tapes, traditional stationery, gift items, and art objects.

As an additional service, Kinokuniya has prepared a series of catalogs on most of its English-language publications on display. The catalogs facilitate the handling of academic customers' orders, especially mail orders from libraries and research institutes.



Ishi Press books on go in English
Go equipment
Japanese books and magazines
English books on Japan & Asia
Japanese records and cassette tapes
Japanese stationery, cards, gifts and art.



紀伊國屋書店

KINOKUNIYA BOOKSTORES

Send orders to:

Kinokuniya Bookstores of America Co., Ltd.
San Francisco Store
1581 Webster Street, San Francisco, Calif. 94115
Tel: 415-567-7625, 7626

Los Angeles Store
110 So. Los Angeles Street, Suite 12, Los Angeles,
Calif. 90012
Tel: 213-687-4447

Los Angeles Kinokuniya Bookstores Co., Ltd.
123 Weller Street, Suite 106, Los Angeles, Calif.
90012
Tel: 213-687-4480

New York Kinokuniya Bookstores
10 West 49th Street, New York, NY 10020
Tel: 212-765-1461, 1462



GP1: Harunobu Courtesan



GP2: Yoshitoshi Severed Head

Important Announcement to All Go-Players, Clubs and Collectors

Power Publications has just published the first two of an important series of full-colour poster-size reproductions of classic woodblock prints, paintings, and other works of art which feature the drama and beauty of go in the history, legend and daily life of China and Japan.

Each poster will measure a minimum of 35 cm x 51 cm and will be carefully printed on heavy paper with margins, suitable for framing. Each will be fully identified, dated and described with background information contributing to the viewer's appreciation and pleasure.

Prints and paintings like these, if they could be found at all, would now cost hundreds or thousands of dollars. However, by special arrangement with the owners of several outstanding private collections, Power Publications is able for the first time to make these precious works of art available to the public in a form which captures the fascinating beauty of the original and at a price which everyone can afford.

Now available: GP1 Harunobu: Young Courtesan at the Go Board (35cm x 51cm)

GP2 Yoshitoshi: Severed Head on the Go Board (51cm x 65cm)

Price: ¥2,200/\$10 each (for orders of 2 or more, a discount of ¥220/\$1 per poster).

Posters will be wrapped in tissue wrapping paper and mailed in a special cardboard tube. For Airmail postage, add ¥220/\$1 per poster.

Payment may be made by personal cheque in US dollars drawn on a US bank, international money order or cash. Payment may also be made to the following accounts of Power Publications.

Bank of America, Tokyo Branch

Account number: 15745-015

Post Giro

Account number: Tokyo 4-73703

Note. Discounts are available for bulk orders (10 or more) and very substantial discounts for orders of 50, 100 or more.

Address orders to: Power Publications, CPO Box 1106, Tokyo, Japan